5E MONSTERS

Compendiums, Dossiers, and Misplaced Monsters

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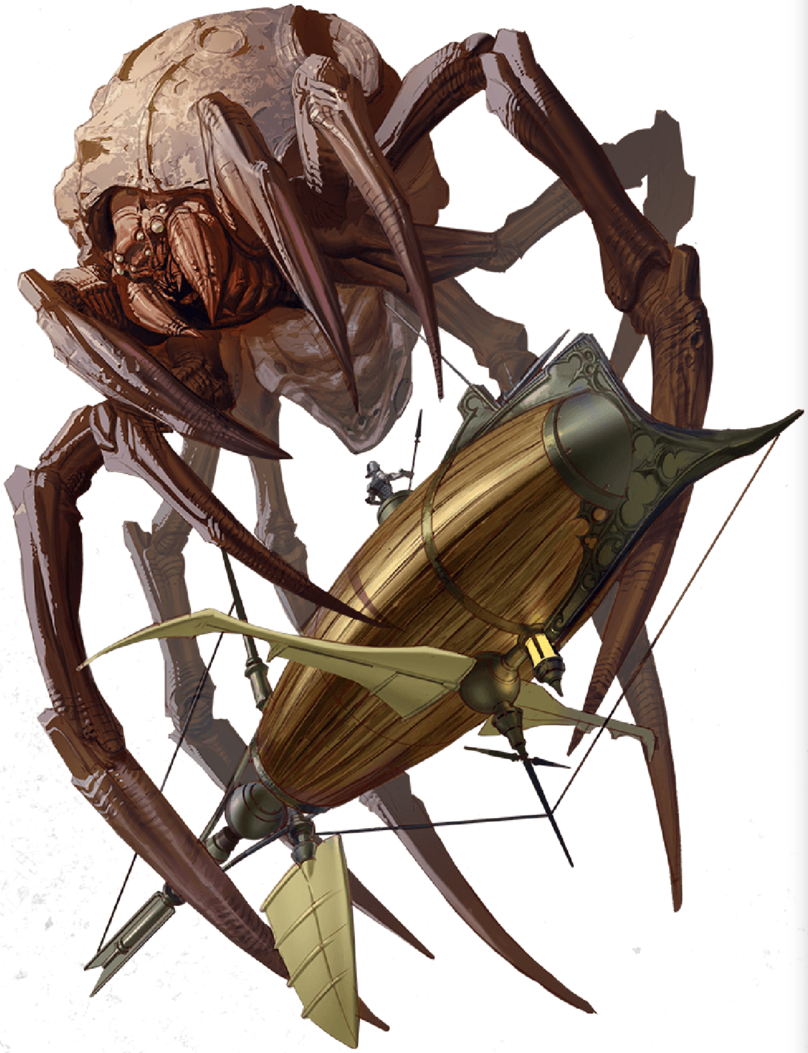
MONSTROUS COMPENDIUM
VOLUME ONE: SPELLJAMMER CREATURES

ASTEROID SPIDER

An asteroid spider is a menace native to Wildspace and the Astral Sea. A full-grown specimen has a body 30 feet in diameter and legs that are at least 30 feet long. When it wraps its legs tightly around its body and closes its eyes, the asteroid spider resembles nothing so much as a giant, lifeless rock in space—hence its name.

An asteroid spider has its own gravity plane and air envelope, as well as multiple spinnerets with which it can create web strands. Its living brain functions like a *spelljamming helm*, allowing the spider to travel through Wildspace without a ship. It often haunts asteroid belts, lurking among normal asteroids until a spelljamming ship comes close enough to be detected. The spider then snares the ship before using web strands to catch crew members and reel them toward its snapping jaws.



ASTEROID SPIDER

Gargantuan Monstrosity, Typically Neutral Evil

Armor Class 17 (natural armor)
Hit Points 348 (24d20 + 96)
Speed 60 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	18 (+4)	17 (+3)	13 (+1)	12 (+1)

Saving Throws Con +9, Wis +6
Skills Perception +11, Stealth +5
Senses darkvision 120 ft., blindsight 120 ft. while the spider's eyes are closed, passive Perception 21
Languages —
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

False Appearance. If the spider is motionless, has its eyes and mouth closed, and has its legs wrapped around its body at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the spider move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the spider is anything other than an asteroid.

Legendary Resistance (3/Day). If the spider fails a saving throw, it can choose to succeed instead.

Unusual Nature. The spider doesn't require air.

ACTIONS

Multiattack. The spider makes two Web Strand attacks, uses Reel, and makes two Bite attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage plus 10 (3d6) acid damage.

Web Strand. Ranged Weapon Attack: +13 to hit, reach 120 ft., one creature. Hit: The target is grappled (escape DC 18). The web strand can be attacked and destroyed (AC 12; 20 hit points; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage). The spider can grapple up to six creatures at a time using its web strands.

Reel. The spider pulls each creature grappled by it up to 60 feet straight toward itself.

BONUS ACTIONS

Snare Ship (1/Day). The spider weaves a magical web around a spelljamming ship it can see within 120 feet of itself. The web lasts for 1 minute and suppresses the magic of any *spelljamming helm* aboard the ship. Decks and other surfaces of the ship that aren't enclosed become difficult terrain until the effect ends. The web is impervious to damage but is destroyed by a successful casting of *dispel magic* (DC 18).

CLOCKWORK HORROR

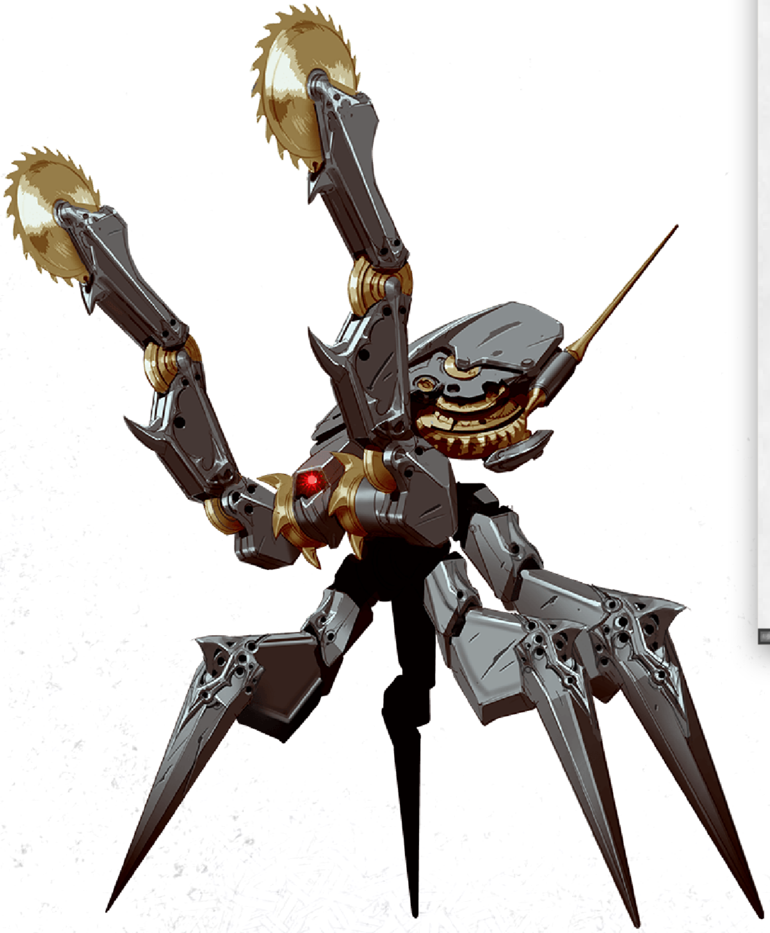
Clockwork horrors are ruthless insectile automatons—eldritch machines encased in adamantine or some other precious metal. They roam Wildspace in commandeered spelljamming ships, gathering the precious metals and crystals they need to build more of their kind. Clockwork horrors have no goal beyond replication and will stop at nothing to create new clockwork horrors. The time it takes for a clockwork horror to build another of its kind, assuming it has the requisite materials, is approximately ten days.

The body of a clockwork horror is about two feet in diameter, but the legs give it an overall diameter of four feet. Embedded in the front of its head is a crystal that enables the clockwork horror to see.

Clockwork horrors communicate with each other by means of clicks, whirs, and similar mechanical sounds that imitate the Thri-kreen language perfectly, leading some to speculate the first clockwork horror was the brainchild of a thri-kreen artificer. A horror can also emit light from its crystal eye, issuing dot-and-dash messages to other creatures that can see the light. Creatures besides clockwork horrors can learn this blinking light code, which is called Ziklight.

When another creature gets in its way, a clockwork horror attacks that creature with its razor-sharp mandibles and two tiny rotating saws mounted at the tips of its forelimbs. A horror can also discharge bolts of lightning from a short lightning rod embedded in its body.

When a clockwork horror dies, the magic that created it consumes it over a period of 1 minute. Its metallic body and crystal eye degrade rapidly until nothing is left but a small heap of glittering dust.



CLOCKWORK HORROR

Small Construct, Typically Lawful Evil

Armor Class 18 (natural armor)
Hit Points 60 (8d6 + 32)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	18 (+4)	13 (+1)	14 (+2)	10 (+0)

Saving Throws Str +4, Wis +4
Skills Perception +6
Damage Immunities lightning, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 16
Languages Thri-kreen, Ziklight
Challenge 2 (450 XP) **Proficiency Bonus** +2

Shutdown. If targeted by *dispel magic*, the horror must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute or until it takes any damage.

Unusual Nature. The horror doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The horror makes one Bite attack and two Rotating Saw attacks, or it makes two Lightning Jolt attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Rotating Saw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

Lightning Jolt. Ranged Spell Attack: +4 to hit, range 120 ft., one target. Hit: 7 (1d10 + 2) lightning damage.

Spelljamming Helm Interface. The horror attaches to a *spelljamming helm* it can see within 5 feet of itself and attunes to the helm instantly. If another creature is already attuned to the helm, that creature's attunement to the helm ends when the horror's attunement begins. The horror can operate the helm even though it isn't a spellcaster. The horror can detach from the helm as a bonus action, which ends its attunement to the helm.

Eldritch Lich

From beyond the stars, a Great Old One whispers promises of reality-defying knowledge and world-bending power. When a wizard or a warlock hears that whisper and listens too intently, they might set foot on the twisting path toward becoming an eldritch lich.

Like other liches, eldritch liches are spellcasters who have cheated death, but an eldritch lich does so by allowing a Great Old One to implant a Far Realm parasite in the lich. That parasite bestows undeath upon the spellcaster and causes strange tentacles to sprout from the body. The parasite's mouth is visible on the lich's torso, and the parasite guards the lich against destruction, reviving the lich a few days after death. Canny foes can sabotage an eldritch lich's revival by slaying the lich in a *magic circle*, thereby forcing the lich to return in a distorted form, robbed of most of its power.

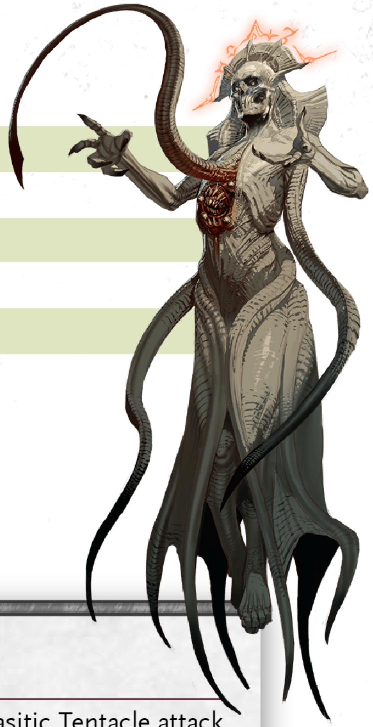
An eldritch lich constantly hears bizarre whispers from the Far Realm, to which the lich nods and mutters. Occasionally, the lich uses its telepathy to share those whispers with the minds around it.

Form of the Great Old One

Multiple entities bear the title Great Old One. You may roll on the Great Old Ones table to determine which entity gave an eldritch lich its parasite.

Great Old Ones

d6	Form
1	Cthulhu
2	Tharizdun, the Chained God
3	Dendar, the Night Serpent
4	Ghaunadaur
5	Zargon, the Returner
6	That Which Lurks



Eldritch Lich

Medium Undead, Typically Neutral Evil

Armor Class 17 (natural armor)
Hit Points 165 (22d8 + 66)
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	19 (+4)	14 (+2)	12 (+1)

Saving Throws Int +9, Wis +7
Skills Arcana +14, Perception +7
Damage Resistances necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 17
Languages Common, Deep Speech, telepathy 120 ft.
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Far Realm Parasite. Inside the lich's torso dwells a wormlike parasite that contains the lich's soul. When the lich dies, it implodes into the parasite, which then vanishes into the Far Realm. In 2d4 days, the parasite causes the lich to reappear within 1d4 miles of where it died. If the lich died inside a *magic circle* cast to contain Undead, the lich instead reappears as an **otyugh** with all the lich's memories.

Legendary Resistance (4/Day). If the lich fails a saving throw, it can choose to succeed instead.

Unusual Nature. The lich doesn't need air, food, drink, or sleep.

Actions

Multiattack. The lich makes one Parasitic Tentacle attack or uses Spellcasting. The lich also uses Psychic Whisper twice.

Parasitic Tentacle. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 25 (6d6 + 4) piercing damage plus 25 (6d6 + 4) necrotic damage. The target must succeed on a DC 17 Constitution saving throw or be poisoned. The poisoned target can repeat the save at the end of each of its turns, ending the effect on itself on a success. The third time the target fails the save, the target dies and dissolves into a **gibbering mouther** that obeys the lich and uses the target's initiative.

Psychic Whisper. The lich targets one creature it can see within 120 feet of itself. The target must succeed on a DC 17 Wisdom saving throw or take 25 (6d6 + 4) psychic damage and be stunned until the end of the lich's next turn as incomprehensible whispers fill the target's mind.

Spellcasting. The lich casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 17):

At will: *detect magic*, *mage hand*, *prestidigitation*
2/day each: *dispel magic*, *hunger of Hadar*, *lightning bolt*
1/day each: *arcane eye*, *dimension door*, *plane shift* (self only)

Reactions

Far Realm Step. Immediately after taking damage, the lich, along with any equipment it is wearing or carrying, magically teleports up to 60 feet to an unoccupied space it can see.

FRACTINE

A fractine is a bizarre, two-dimensional creature that flies through Wildspace and the Astral Sea, folding and refolding like a piece of origami. When it encounters another creature, it flattens into a plane that resembles a trapezoidal mirror between 9 and 13 feet tall.

Astral explorers who have encountered fractines attest that the creatures are intelligent and often allow themselves to be used as scrying sensors, their reflective surfaces substituting for the mirror needed to cast certain divination spells. While being used in this way, the fractine siphons magical energy from the spellcaster—not enough to cause harm, but enough to make the caster take notice.

A fractine needs light and magical energy to survive. It can draw sustenance from a nearby light source, spellcaster, magic item, or magical effect without causing harm to anyone or anything. A fractine that doesn't consume light or magical energy for ten days begins to flicker. A day later, it folds in on itself and self-destructs, leaving no trace of itself behind. The destruction of a fractine is accompanied by a loud sound reminiscent of shattering glass.

A fractine attacks by falling on its targets, dealing damage as it passes through them. A fractine can also imprison a creature inside a demiplane contained within its two-dimensional form, the prisoner's distorted reflection visible in the fractine's glassy surface.

Bludgeoning, piercing, slashing, and thunder damage can cause a fractine to break into two smaller fractines, each one autonomous and capable of imprisoning creatures. When a fractine dies, it folds in on itself and disappears, releasing any creature trapped inside it.

FRACTINE

Large Construct, Typically Neutral

Armor Class 14 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	13 (+1)	16 (+3)	18 (+4)	18 (+4)	11 (+1)

Skills Perception +8
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses blindsight 360 ft. (blind beyond this radius), passive Perception 18
Languages —
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Magic Resistance. The fractine has advantage on saving throws against spells and other magical effects.

Scrying Focus. A spellcaster can use the fractine as a substitute focus when casting the *scrying* spell or similar magic, provided the spellcaster and the fractine are within 5 feet of each other.

Two-Dimensionality. The fractine can occupy another creature's space and vice versa. It can move through other creatures and objects as if they were difficult terrain, but it takes 5 (1d10) force damage if it ends its turn inside an object. Unusual Nature. The fractine doesn't require air, drink, or sleep.

ACTIONS

Extradimensional Touch. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 24 (8d6) force damage.

BONUS ACTIONS

Imprison. The fractine targets one creature of its size or smaller in its space. The target must succeed on a DC 16 Dexterity saving throw or be imprisoned in a demiplane. While the creature is imprisoned, a distorted image of it can be seen on the fractine's two-dimensional surface.

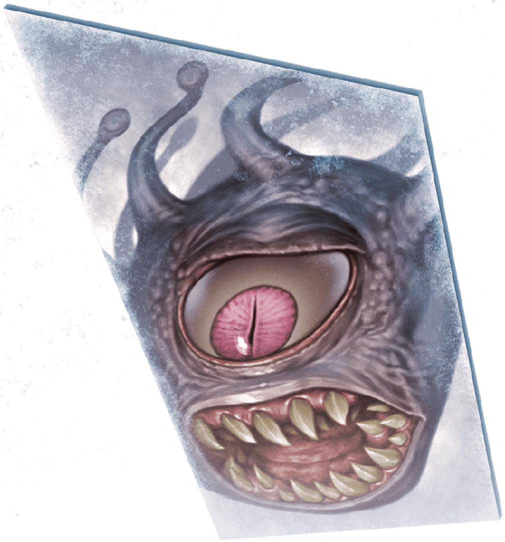
The demiplane moves with the fractine, has indestructible and opaque walls, and is only as big as it needs to be to contain the target, which doesn't suffer from hunger or thirst while imprisoned. No other creature can enter the demiplane, and the fractine can't be harmed from within the demiplane.

The fractine can imprison only one creature at a time and can release that creature as a bonus action. If the fractine is reduced to 0 hit points, any creature in the fractine's demiplane is released instantly. A released creature reappears in an unoccupied space as close to the fractine (or where it died) as possible. A creature can leave the demiplane on its own by using magic that enables planar travel, such as the *plane shift* spell.

REACTIONS

Mirrored Damage. In response to being damaged by a creature it can see within 120 feet of itself, the fractine forces that creature to make a DC 16 Constitution saving throw. On a failed save, the creature takes 24 (8d6) force damage. On a successful save, the creature takes half as much damage.

Split. When a Large fractine that has at least 10 hit points remaining takes bludgeoning, piercing, slashing, or thunder damage from any source, it splits into two Medium fractines. The new fractines occupy the space formerly occupied by the original fractine, and each new fractine has hit points equal to half the original's, rounded down. If the original fractine had a creature trapped in its demiplane, that creature is released when the fractine splits, reappearing in an unoccupied space as close to the new fractines as possible.



> *I've encountered a creature unlike any other in the multiverse: a flickering mirror tumbling across the Astral Sea toward some unknown destination, with a beholder's distorted reflection in its surface. Initially, I feared it was some kind of vessel. Now I believe the beholder was the mirror's prisoner.*
>
> *As the flickering mirror approached me, I grew fearful. Would it imprison me as well? Luckily, it didn't. As it hovered next to me, I felt a curious tingling sensation. When I tried to touch it, the mirror withdrew slightly, as though it feared some harm might befall it or me. I remember casting a spell or two, hoping to communicate with the creature. A few seconds later, it stopped flickering and flew away. I think it feeds on magical energy.*
>
> *This entity has piqued my curiosity. I must learn more. To the library at Starhold!*
>
> —Emilou the Charismatic,
>
> Warlock and Scion of Acamar

GADABOUT

Gadabouts are gentle, winged creatures that can be used as personal conveyances for short-distance travel across the airless void of Wildspace. A gadabout wraps its branches around a Humanoid creature, spreads its butterfly wings, and allows its wearer to fly through space in a continuously refreshed air envelope. The gadabout's leaves even provide a nourishing syrup that its wearer can consume in the absence of other food and water. One Humanoid can survive on these leaves for up to sixty days.

Gadabouts require sunlight and water to survive. A healthy specimen can live for 25 years. Although its preferred mode of travel is flight, a gadabout can creep slowly along the ground as well.

Elves are the only Humanoids to date who know how to grow gadabouts. Since gadabouts don't generate seeds, each one is a valuable commodity. Mercane and dohwar merchants who come into possession of a healthy gadabout might sell it for 2,500 gp or more.

GADABOUT

Medium Plant, Unaligned

Armor Class 11 (natural armor)
Hit Points 11 (2d8 + 2)
Speed 10 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	1 (-5)	6 (-2)	1 (-5)

Damage Vulnerabilities fire
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified
Senses blindsight 10 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Air Envelope. If it has at least 1 hit point, the gadabout can generate an air envelope around itself when in a vacuum. This air envelope can sustain the gadabout and one other creature in its space indefinitely.

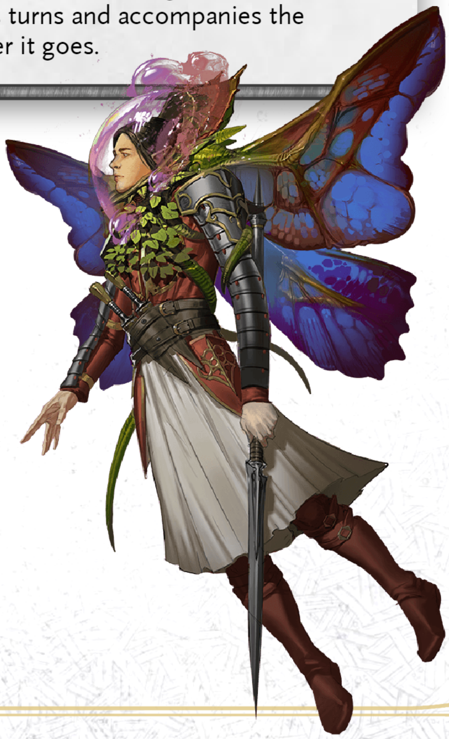
Unusual Nature. The gadabout doesn't require food or sleep.

ACTIONS

Multiattack. The gadabout makes two Branch attacks.

Branch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Wrap. The gadabout enters the space of a willing Medium or Small creature within 5 feet of itself and gently wraps its branches around the target. The target is grappled (escape DC 0). Any attempt by the target to escape the grapple causes the gadabout to use its reaction to move into the nearest unoccupied space. While grappled by the gadabout, the target determines where the gadabout moves on the gadabout's turns and accompanies the gadabout wherever it goes.



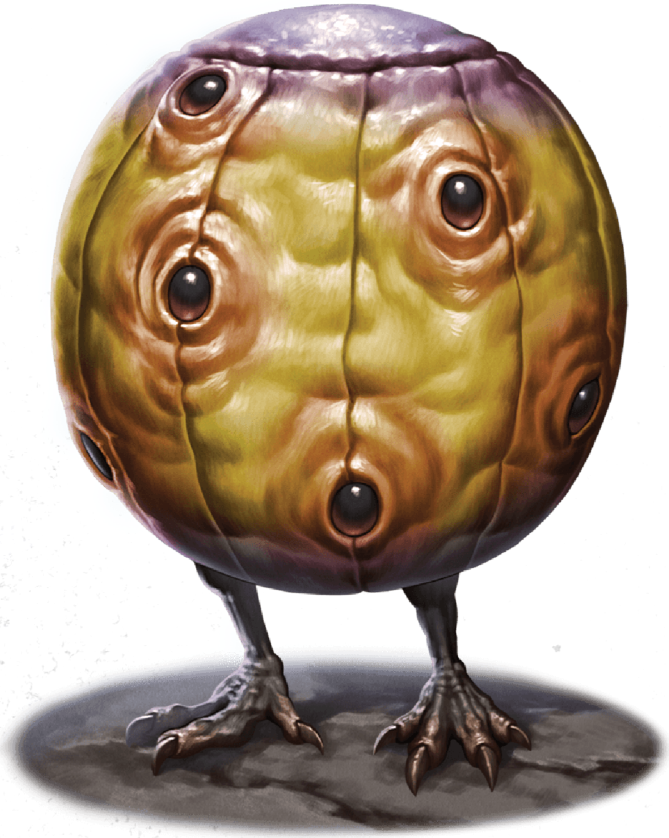
GOON BALLOON

A goon balloon looks like a 5-foot-diameter beach ball with clawed feet. Unblinking eyes on the outer surface of its spherical air sac enable the creature to see in all directions at once. These eyes can produce kaleidoscopic light that tears at the minds of the goon balloon's foes.

A goon balloon speaks by pumping air through a hidden orifice on its underside. When the goon balloon dies, the air in its sac transforms into a noxious gas that bursts from the corpse, potentially poisoning other creatures nearby.

Although they can seem playful and harmless, goon balloons are quite mean-spirited. They like to observe the suffering of other creatures and orchestrate that suffering, given half a chance.

> *We found several of the creatures in an astral diamond mine at the edge of Greyspace. The miners wanted us to eliminate them. Our warlock, who was fluent in Deep Speech, managed to convince the bulbous creatures to relocate peacefully. They insisted we take them to a small, misshapen moon that doesn't appear on our charts. A horrible fear grips me. What if they're leading us into a trap?*
>
> —Final log entry of Arquebus Graves,
> giff first mate of the wasp ship Lightning Bolt



GOON BALLOON

Medium Aberration, Typically Chaotic Evil

Armor Class 10
Hit Points 6 (1d8 + 2)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	14 (+2)	11 (+0)	14 (+2)	4 (-3)

Saving Throws Con +4, Wis +4
Skills Perception +6
Damage Vulnerabilities piercing
Senses darkvision 60 ft., passive Perception 16
Languages Deep Speech
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Burst. The goon balloon bursts when it drops to 0 hit points, releasing noxious gas in a 10-foot-radius sphere centered on itself. Creatures in that area must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Unusual Nature. The goon balloon doesn't require air, food, or drink.

ACTIONS

Multiattack. The goon balloon makes two Claw attacks.

Claw. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage.

Scintillating Eye. Magical, kaleidoscopic light emanates from one of the goon balloon's eyes as the goon balloon targets one creature it can see within 30 feet of itself. The target must make a DC 12 Wisdom saving throw, taking 6 (1d12) psychic damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

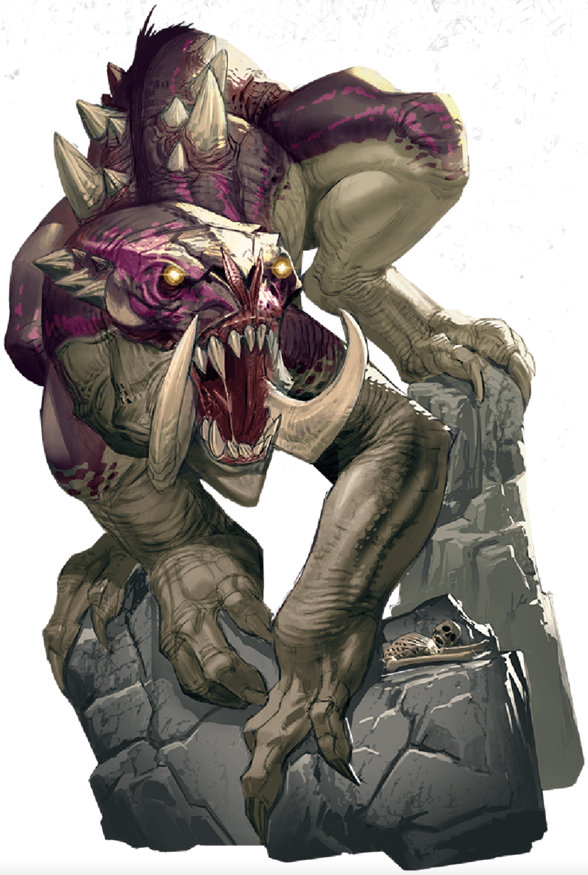
Float. The goon balloon moves up to 20 feet vertically in one direction without provoking opportunity attacks. If it ends this movement suspended in the air, it hovers in place. It can't be knocked prone while airborne.

NIGHTMARE BEAST

Nightmare beasts are enormous quadrupeds that stand 20 feet tall, or 40 feet tall when rearing on their hind legs.

A nightmare beast's legs end in claws, enabling it to climb well despite its size. Its skin is thick and tough, and its teeth are long and sharp. A pair of long, curved tusks jut from the sides of the beast's mouth, and its large red eyes glow in the dark. The creature smashes through structures and fortifications with ease, and it doesn't hesitate to rend foes with its claws and gore them with its tusks, but its most devastating attack is its magical ability to disintegrate foes with its terrible gaze.

Powerful spellcasters create nightmare beasts to serve as living siege engines. A single beast can lay waste to entire cities and armies.



NIGHTMARE BEAST

Gargantuan Monstrosity, Typically Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 232 (15d20 + 75)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	21 (+5)	9 (-1)	12 (+1)	15 (+2)

Senses darkvision 120 ft., passive Perception 11
Languages understands the languages of its creator but can't speak
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Legendary Resistance (2/Day). If the beast fails a saving throw, it can choose to succeed instead.

Siege Monster. The beast deals double damage to objects and structures.

ACTIONS

Multiattack. The beast makes two Claw attacks and one Tusk attack.

Claw. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 14 (1d12 + 8) slashing damage, and if the target is a creature, it must succeed on a DC 21 Strength saving throw or be knocked prone.

Tusk. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage.

Disintegration Gaze (Recharge 5–6). The beast targets one creature it can see within 60 feet of itself. The target must make a DC 18 Constitution saving throw, taking 70 (10d6 + 40) force damage on a failed save, or half as much damage on a successful one. If this magical effect reduces the target to 0 hit points, the target is disintegrated and leaves nothing behind, except a pile of ashes plus whatever equipment it was wearing or carrying.

BONUS ACTIONS

Teleport (2/Day). The beast magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

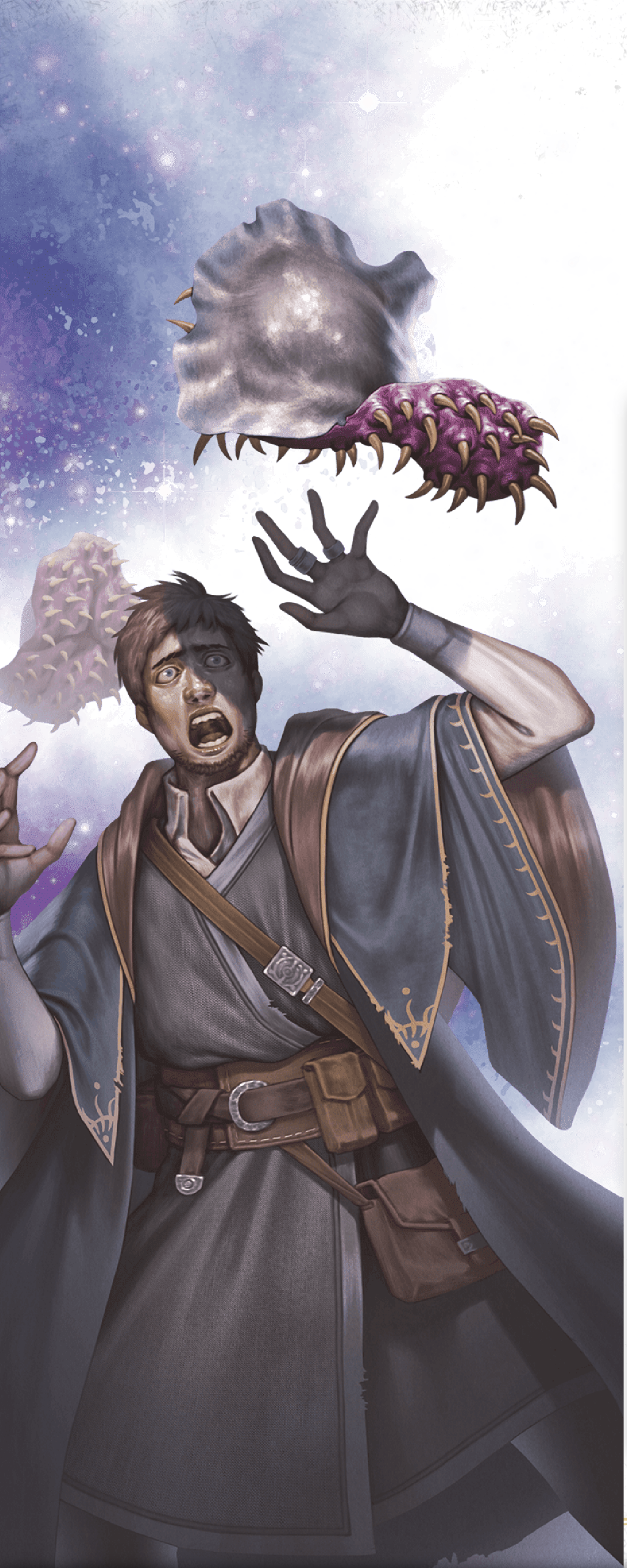
LEGENDARY ACTIONS

The beast can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The beast regains spent legendary actions at the start of its turn.

Tusk Attack. The beast makes one Tusk attack.

Charge (Costs 2 Actions). The beast moves up to its speed without provoking opportunity attacks, then makes two Tusk attacks.

Frightful Howl (Costs 2 Actions). The beast howls as it exhales a cloud of magical fear gas in a 120-foot cone. Any creature in that area must succeed on a DC 18 Wisdom saving throw or be frightened of the beast for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



PUPPETEER PARASITE

A puppeteer parasite looks like a rubbery amoeba the size of a dinner plate. Its dorsal surface is soft and glossy, while its ventral surface is lined with bony hooks. The parasite uses its hooks to attach to a wall or ceiling until suitable prey passes nearby.

A parasite that comes in physical contact with a Humanoid uses its hooks to latch onto it. The parasite can then drain life energy from that creature or use it as transportation. The parasite can also impose its will on a nearby creature, forcing the creature to comply with its wishes. Puppeteer parasites like to use Humanoid thralls as bodyguards and transports.

PUPPETEER PARASITE

Tiny Aberration, Typically Neutral Evil

Armor Class 15 (natural armor)
Hit Points 71 (11d4 + 44)
Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	18 (+4)	16 (+3)	10 (+0)	3 (-4)

Saving Throws Dex +4, Con +6, Wis +2
Skills Stealth +4
Damage Vulnerabilities radiant
Damage Resistances fire, necrotic, poison
Condition Immunities charmed, frightened, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages telepathy 30 ft.
Challenge 3 (700 XP) **Proficiency Bonus** +2

Unusual Nature. The parasite doesn't require air or sleep.

ACTIONS

Cling. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 12 (3d6 + 2) necrotic damage, and the parasite attaches to the target. While attached, the parasite can't make Cling attacks. The parasite can detach itself by spending 5 feet of its movement. As an action, a creature within reach of the parasite can try to detach it, doing so with a successful DC 14 Strength check.

Consume Life. The parasite deals 12 (3d6 + 2) necrotic damage to one creature it is physically attached to, provided that creature isn't a Construct or an Undead. The parasite regains hit points equal to the damage taken.

BONUS ACTIONS

Suggestion (Psionics; 1/Day). The parasite casts the *suggestion* spell, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 13).

Star Lancer

Large Celestial, Typically Neutral

Armor Class 15 (natural armor)
Hit Points 60 (8d10 + 16)
Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	10 (+0)	13 (+1)	8 (-1)

Saving Throws Dex +4, Con +4
Skills Perception +3, Stealth +4
Damage Resistances radiant
Senses passive Perception 13
Languages Celestial, telepathy 120 ft.
Challenge 2 (450 XP) **Proficiency Bonus** +2

Flyby. The star lancer doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Horn. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. If the star lancer moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 10 (3d6) piercing damage.

Invisibility Cloak (3/Day). The star lancer and one creature riding it (chosen by the star lancer) magically turn invisible. This effect lasts until the star lancer or a creature riding it attacks or casts a spell, or until the star lancer's concentration ends (as if concentrating on a spell). Any equipment worn or carried by the invisible creatures is also invisible for the duration of the Invisibility Cloak.

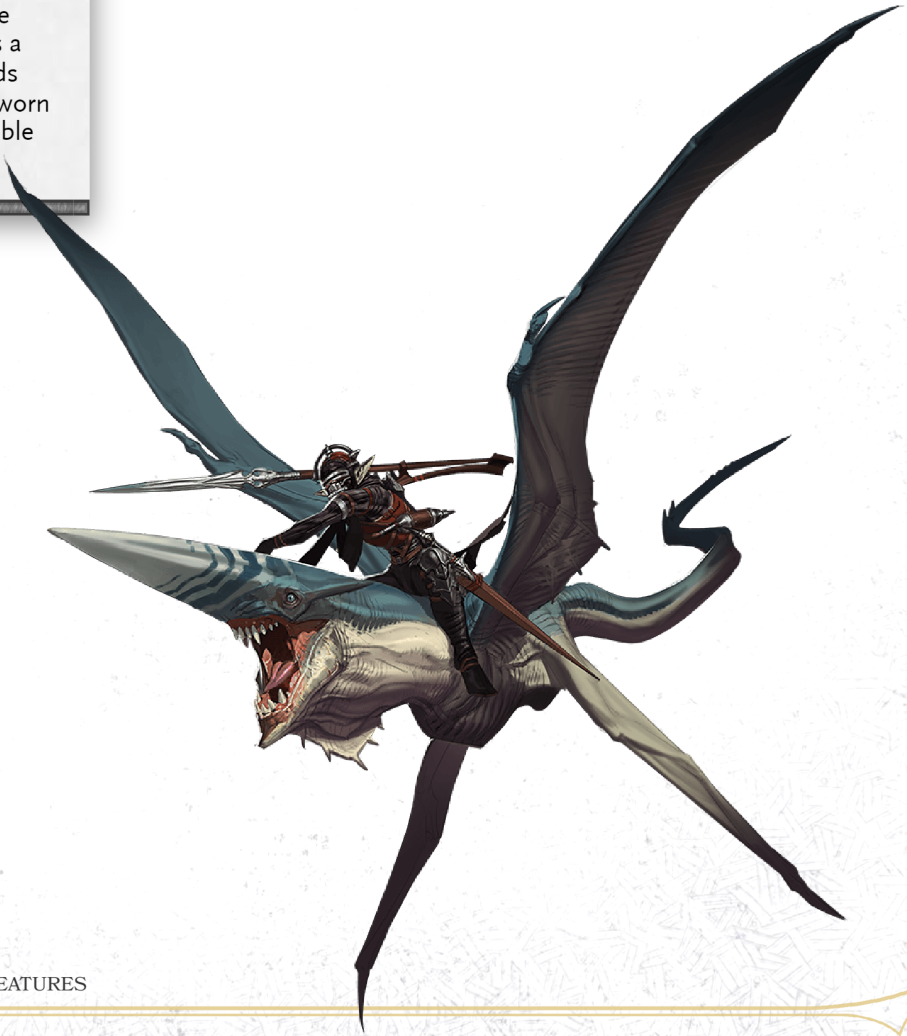
Star Lancer

Drifting in the Astral Sea are the petrified husks of dead gods, their colossal bodies riddled with natural tunnels and caverns. While exploring the innards of one of these dead gods, githyanki xenomancers found a vast cavern containing scores of winged creatures they had never encountered before. The cavern's denizens used telepathy to question the githyanki interlopers, who promptly suggested an alliance. The winged creatures quickly developed a fondness for the githyanki.

The githyanki refer to the winged creatures as star lancers ("vah'k'rel" in the Gith tongue) and came to realize star lancers are reincarnations of the dead god's most ardent worshipers. When a star lancer dies, its soul instantly returns to the Great Cavern that forms the hollow heart of the dead god. There, the soul becomes housed in the body of a new, fully grown star lancer that rises magically from the cavern floor. As long as the dead god and its Great Cavern remain intact, the number of star lancers in the multiverse is finite and never-changing.

A star lancer resembles a shark, albeit one that has four wings and a long tail. Its head bears a sharp protuberance that the creature uses to impale enemies.

Githyanki are fond of using star lancers as mounts, riding them across the Astral Sea in small flocks. A star lancer has the innate ability to turn itself and its rider invisible, making it ideal for stealth missions and ambushes.



YGGDRASTI

Gargantuan Plant, Unaligned

Armor Class 15 (natural armor)
Hit Points 112 (9d20 + 18)
Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	15 (+2)	3 (-4)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing
Damage Immunities lightning
Condition Immunities blinded, deafened, exhaustion
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Cavities. The yggdrasti has 1d4 + 2 cavities in its trunk. Each cavity is big enough to hold one Medium creature, two Small creatures, or eight Tiny creatures. A creature inside a cavity has three-quarters cover against attacks and other effects that originate outside the cavity. The yggdrasti's cavities aren't connected to one another.

False Appearance. If the yggdrasti is motionless and rooted in the ground at the start of combat, it looks just like a dead tree and has advantage on its initiative roll. Moreover, if a creature hasn't observed the rooted yggdrasti move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the yggdrasti is animate.

Lightning Conduit. If the yggdrasti is subjected to lightning damage, it is unhurt, and the lightning damage is instead divided evenly among all creatures it is grappling. In addition, the yggdrasti regains one use of Lightning Discharge.

Unusual Nature. The yggdrasti doesn't require air or sleep.

ACTIONS

Multiattack. The yggdrasti makes two Root attacks and uses Lightning Discharge (if available).

Root. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage, and if the target is a creature, it is grappled (escape DC 15). The yggdrasti has four roots, each of which can grapple one target.

Lightning Discharge (3/Day). The yggdrasti shoots lightning at one creature within 120 feet of itself. The target must make a DC 13 Dexterity saving throw, taking 31 (7d8) lightning damage on a failed save, or half as much damage on a successful one.

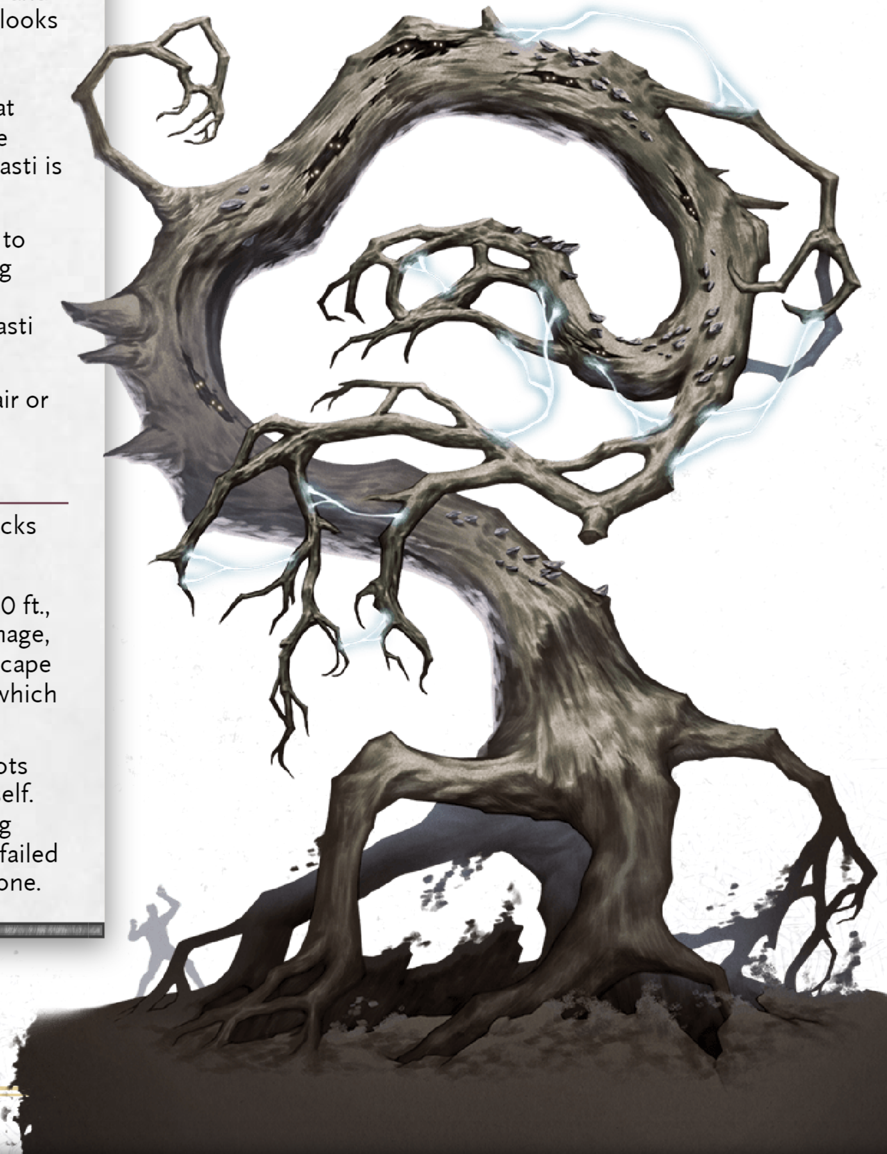
YGGDRASTI

Thought to be cast-off splinters of Yggdrasil, the World Tree, yggdrasti look like gigantic, dead trees covered with barnacles. They fly through Wildspace and the Astral Sea with their topmost branches leading the way and their withered roots trailing behind them. Each one has its own gravity plane and air envelope.

Creatures sometimes try to hitch a ride on an yggdrasti to take advantage of its air envelope. A typical yggdrasti specimen has cavities inside its trunk in which Medium or smaller creatures can lurk.

Yggdrasti attack any settlements or spelljamming ships they come across without provocation. By using a *speak with plants* spell or similar magic, someone might be able to convince an yggdrasti to break off its attack, but the monster's innate hatred of other living things is extremely difficult for it to suppress.

Yggdrasti sometimes make landfall and disguise themselves as ordinary trees, burying their roots in the ground to pull off the deception. They can uproot themselves at any time and use their roots to shamble awkwardly across the ground, but flying is their preferred mode of travel.

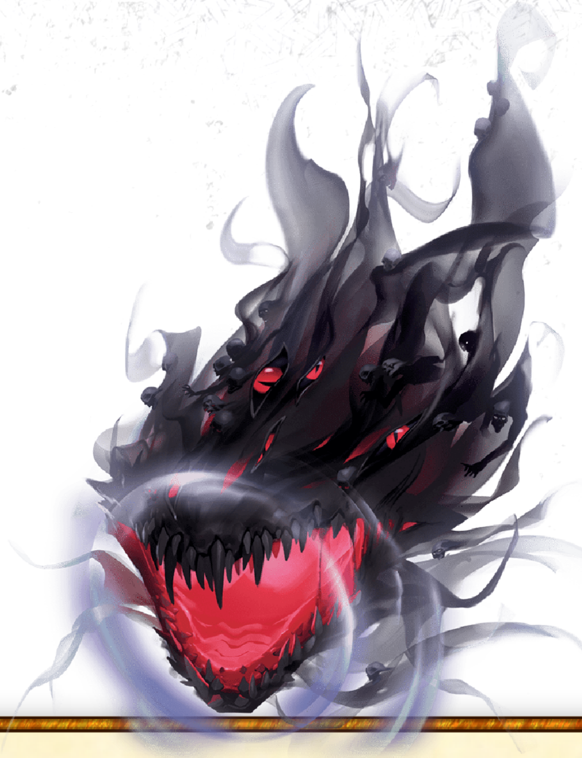


MONSTROUS COMPENDIUM
VOLUME TWO: DRAGONLANCE CREATURES

DREAM EATER

Originating from the dream-warped elven realm of Silvanesti, dream eaters are violent manifestations of nightmares and subconscious terrors. The true appearance of a dream eater is obscured, as the dream eater twists its hazy form into surreal illusions of its foes' greatest fears. However, all dream eaters share one thing: a gaping, always-smiling mouth, which it reveals before engulfing its prey in a phantasmagorical nightmare.

The key to defeating a dream eater lies not in brute force but in the ability to pierce its illusions and wrest others from its terrors. As such, bards and other persuasive adventurers find themselves uniquely poised to confront a hungering dream eater.



DREAM EATER

Medium Aberration, Typically Chaotic Evil

Armor Class 15
Hit Points 77 (14d8 + 14)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	13 (+1)	12 (+1)	16 (+3)	21 (+5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities psychic
Condition Immunities blinded, charmed, frightened, grappled, paralyzed, petrified, restrained
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 13
Languages Deep Speech, telepathy 120 ft.
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Ghastly Visions. Each creature that starts its turn within 30 feet of the dream eater must make a DC 16 Wisdom saving throw. On a failed save, the creature is frightened of the dream eater until the start of the creature's next turn. If a creature's saving throw is successful, the creature is immune to this dream eater's Ghastly Visions trait for the next 24 hours.

Incorporeal Movement. The dream eater can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Magic Resistance. The dream eater has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The dream eater makes two Ensnaring Shriek attacks.

Ensnaring Shriek. *Melee or Ranged Spell Attack:* +8 to hit, reach 15 ft. or range 60 ft., one target. *Hit:* 12 (2d6 + 5) psychic damage, and if the target is a Medium or smaller creature, the target must succeed on a DC 16 Charisma saving throw or be pulled up to 15 feet toward the dream eater.

BONUS ACTION

Engulfing Nightmare. The dream eater targets one creature within 5 feet of itself. The target must succeed on a DC 16 Wisdom saving throw or be engulfed by the dream eater, as the dream eater envelops the creature in a miasma of its worst fears.

When the dream eater engulfs a target, the dream eater enters its space, and the target immediately takes 10 (3d6) psychic damage. An engulfed target is restrained and blinded, and it takes an additional 10 (3d6) psychic damage at the start of each of the dream eater's turns. When the dream eater moves, the engulfed target moves with it.

The dream eater can have only one target engulfed at a time. An engulfed target escapes at the start of its turn by making a DC 16 Wisdom saving throw. On a successful save, the target escapes; the target is no longer engulfed, and it enters a space of its choice within 5 feet of the dream eater. A creature within 15 feet of the dream eater also can use its action to attempt to free an engulfed target. Doing so requires the creature to use its action to make a DC 16 Charisma (Persuasion) check to convince the engulfed target the nightmare isn't real, with the target escaping on a success. The creature making the check takes 10 (3d6) psychic damage, regardless of the check's success or failure, as its mind brushes against the nightmare.

EMBER

Also known as Pyros, Ember is an imperious and ruthless red dragon who serves the Dragon Queen Takhisis. In his service to the Dragon Queen, Ember has taken on many roles at her behest—including that of a black-robed human member of the Mages of High Sorcery—but he is best known as the adviser of **Dragon Highlord Verminaard**, leader of the Red Dragon Army.

Empowered by Takhisis herself, Ember's innate fire can sear those nearby, and his breath weapon is a molten storm of ash and flame. In combat, Ember wears a set of magic plate armor that bolsters his already-impressive might, allowing him to annihilate entire cohorts with terrifying ease.

EMBER

Huge Dragon (Adult Chromatic), Chaotic Evil

Armor Class 20 (Special Equipment)
Hit Points 270 (20d12 + 140)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	25 (+7)	17 (+3)	14 (+2)	22 (+6)

Saving Throws Dex +7, Con +14, Wis +9, Cha +13
Skills Perception +16, Religion +10, Stealth +14
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Abyssal, Common, Draconic
Challenge 22 (41,000 XP) **Proficiency Bonus** +7

Calescent Aura. At the start of Ember's turn, Ember can force any number of creatures of his choice within 10 feet of himself to make a DC 22 Constitution saving throw. On a failed save, a creature takes 7 (2d6) fire damage and is frightened of Ember until the start of its next turn.

Legendary Resistance (5/Day). If Ember fails a saving throw, he can choose to succeed instead.

Special Equipment. In battle, Ember dons magical plate armor custom-forged for his use. While wearing the armor, Ember adds his Charisma modifier to his weapon damage rolls (included in the attack descriptions), and his AC can't be lower than 20.

ACTIONS

Multiattack. Ember makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 26 (2d10 + 15) piercing damage plus 13 (2d6 + 6) fire damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 22 (2d6 + 15) slashing damage.

Firestorm Breath (Recharge 5–6). Ember exhales roiling flames and ash in a 90-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw. On a failed save, a creature takes 56 (16d6) fire damage and is pushed up to 30 feet away from Ember and knocked prone. On a successful save, a creature takes half as much damage with no other effects. If a creature is reduced to 0 hit points by this effect, the creature immediately dies, and its body is reduced to ash.

BONUS ACTION

Alter Shape. Ember magically transforms into a **vulture** or a **mage** and retains his alignment, damage immunities, hit points, and Hit Dice, as well as his Intelligence, Wisdom, and Charisma scores. This transformation ends if Ember is reduced to 0 hit points or if he uses another bonus action to end it.

LEGENDARY ACTIONS

Ember can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Ember regains spent legendary actions at the start of his turn.

Pursuit. Ember moves up to 40 feet in a straight line toward one creature he can see. This movement ignores opportunity attacks.

Searing Bite (Costs 2 Actions). Ember makes one Bite attack. If the attack hits, it deals an additional 7 (2d6) fire damage.

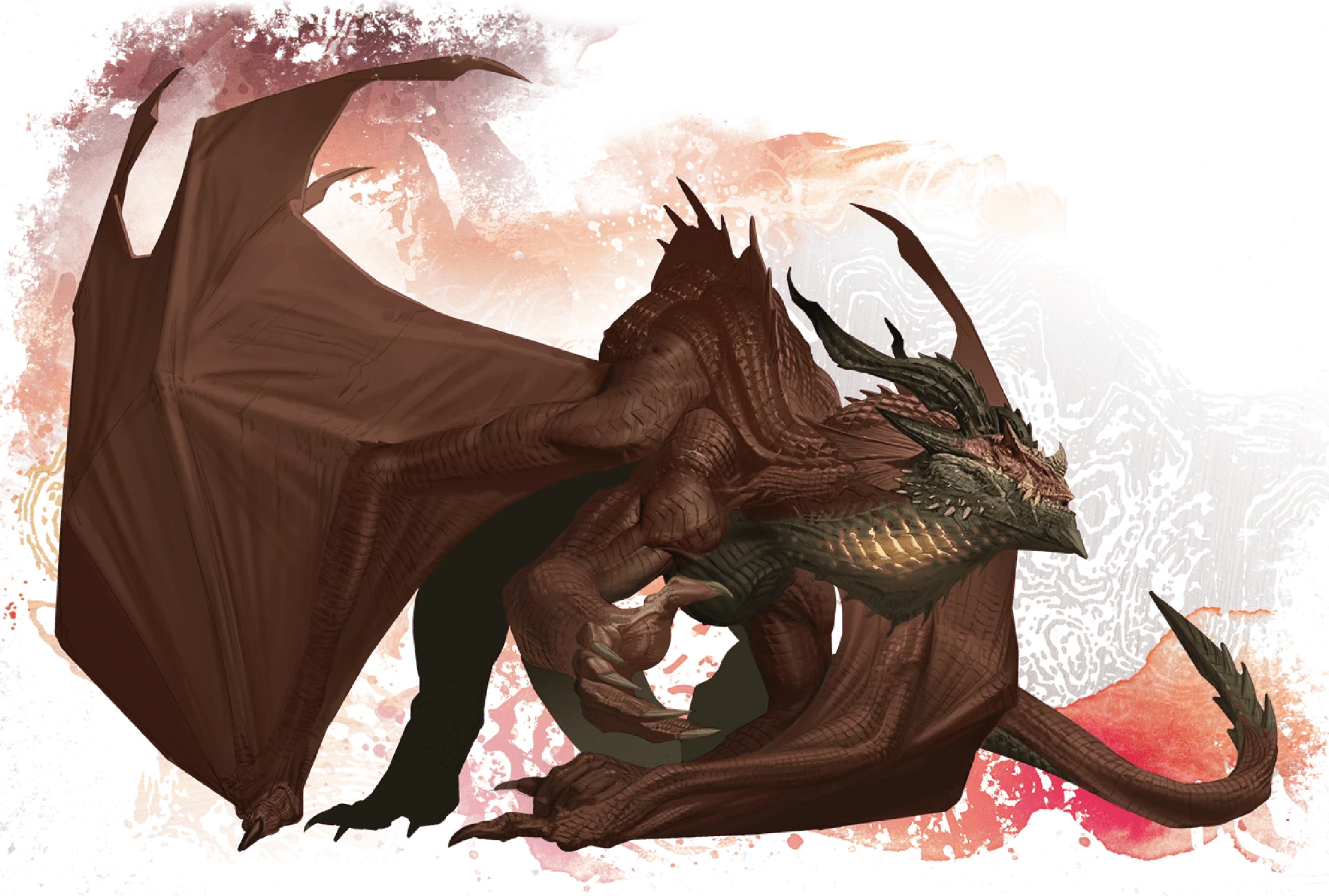
Emperor Ariakas,

Glory to the Dragon Queen's name! Our designs on Abanasinia unfold according to your plans. This is no thanks to the so-called "adviser" I've been saddled with, the dragon Ember. The beast is terrifying, both in might and cunning, but it undermines my every design and terrorizes my forces. It's too canny to be caught, but I'm certain some portion of the troops we've lost to Qualinesti ambushes in fact smolder in the wyrm's gut. It thinks I don't hear, but it whispers curses in reply to my every command. Were it not one of our queen's favored children, I would have replaced my bed linens with its hide.

I will complete our queen's work with the troops at my disposal, but when I return to Neraka, I would have this viper reassigned. I recommend to Icewall.

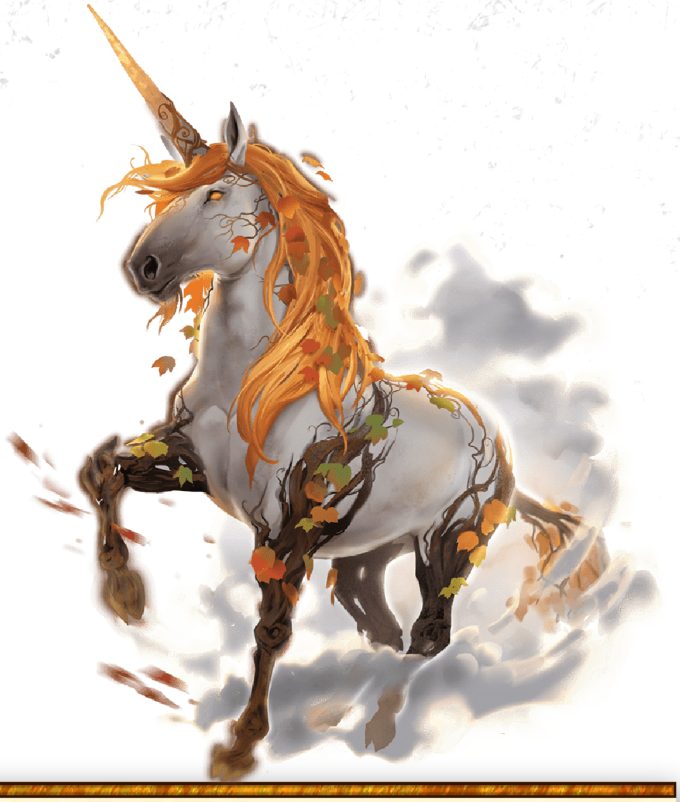
By Her Will, Verminaard

Highlord of the Red Dragon Army



FOREST MASTER

Said to be older than the trees themselves, the Forest Master is a wise and powerful unicorn who rules over the creatures of Darken Wood in Krynn. The ancient being's body is wreathed in protective briars, and moonlight dances around the unicorn's horn. Those who threaten the Forest Master's lands find themselves beguiled by magical mist and nigh-impregnable thorny thickets, but those who gain the Forest Master's favor are blessed with healing and protected as they traverse the woods.



FOREST MASTER

Large Celestial (Unicorn), Neutral Good

Armor Class 16 (natural armor)
Hit Points 105 (14d10 + 28)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	13 (+1)	19 (+4)	17 (+3)

Saving Throws Int +4, Wis +7
Skills Insight +7, Nature +4, Perception +7
Damage Immunities poison
Condition Immunities charmed, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 17
Languages Celestial, Elvish, Sylvan, telepathy 60 ft.
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Legendary Resistance (2/Day). If the Forest Master fails a saving throw, he can choose to succeed instead.

Magic Resistance. The Forest Master has advantage on saving throws against spells and other magical effects.

Master of Beasts. The Forest Master can comprehend and communicate with any Beast, even if the Beast knows no languages.

ACTIONS

Multiattack. The Forest Master makes either two Hooves attacks, two Moon Bolt attacks, or one of each.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Moon Bolt. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 11 (2d6 + 4) radiant damage.

Spellcasting. The Forest Master casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 15):

At will: *druidcraft*, *fog cloud*, *guidance*
2/day each: *goodberry*, *greater restoration*, *pass without trace*, *speak with plants*

BONUS ACTION

Erupting Briars (Recharge 4–6). The Forest Master touches his horn to the earth and causes a 5-foot-tall wall of briars to erupt in a 90-foot line that is 10 feet wide. When the wall appears, each creature in its area is pushed into the nearest unoccupied space adjacent to the wall and must make a DC 15 Dexterity saving throw, taking 27 (6d8) piercing damage on a failed save or half as much damage on a successful one.

The wall of briars lasts until the start of the Forest Master's next turn. The wall blocks line of sight and counts as difficult terrain for all creatures except the Forest Master. The first time a creature enters the wall's area on a turn, that creature must succeed on a DC 15 Dexterity saving throw or take 13 (3d8) piercing damage.

REACTION

Misty Escape. If the Forest Master takes damage from a melee attack, he, along with any equipment he is wearing or carrying, teleports to an unoccupied space within 30 feet that he can see.

FORESWORN

Medium Undead, Typically Lawful Good

Armor Class 18 (plate armor)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	12 (+1)	18 (+4)	10 (+0)

Saving Throws Str +8, Wis +7
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 14
Languages the languages it knew in life
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Duty-Bound. The foresworn is bound to enacting a singular duty it pledged itself to in life. While this duty is incomplete, whenever the foresworn is destroyed, it re-forms at its previous location after 3 (1d6) days, with all its hit points restored.

Incorporeal Movement. The foresworn can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Unusual Nature. The foresworn doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The foresworn makes three Spectral Polearm attacks.

Spectral Polearm. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) force damage.

Spellcasting. The foresworn casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 15):

2/day each: *command*, *detect evil and good*
1/day: *wall of force*

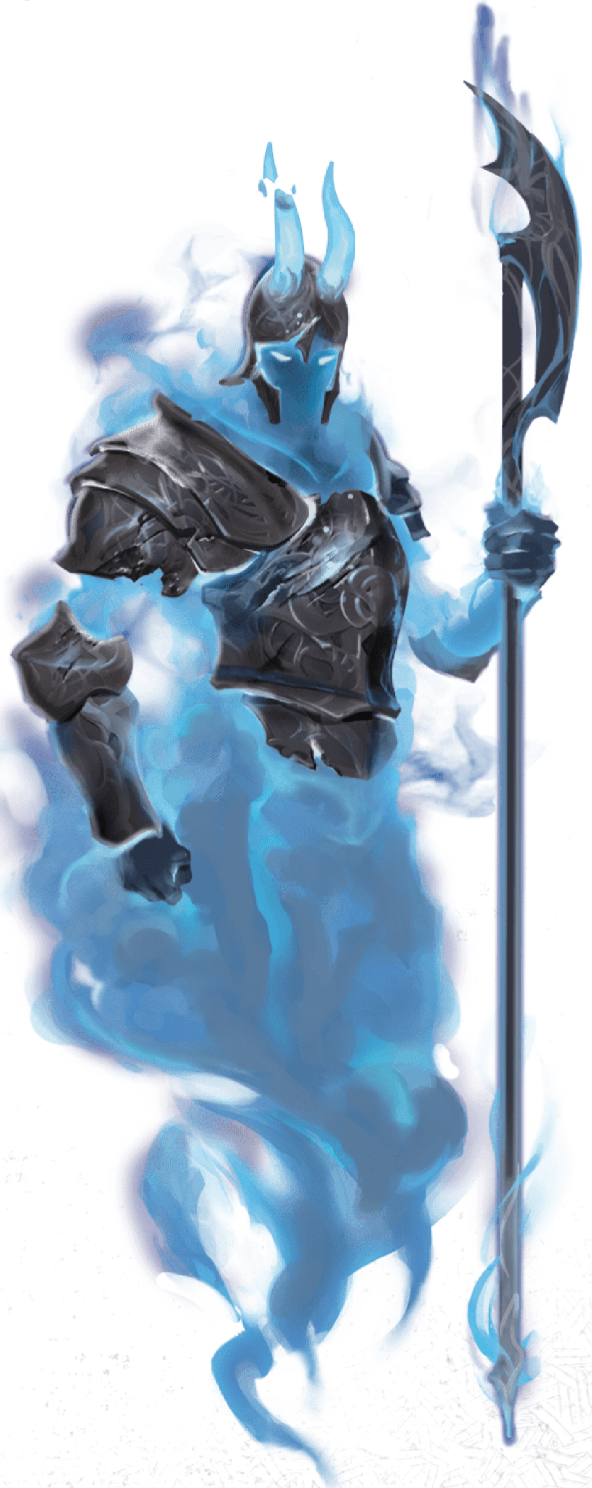
BONUS ACTIONS

Phantasmic Battalion (Recharge 5–6). The foresworn summons a battalion of ghostly soldiers to its aid. The ghostly soldiers fill a 10-foot-cube centered on the foresworn, move with the foresworn when the foresworn moves, and last until the start of the foresworn's next turn. While the ghostly soldiers are present, the area they occupy is considered difficult terrain for all creatures except the foresworn, and the foresworn's reach for melee weapon attacks increases by 10 feet.

FORESWORN

Foresworn are the spirits of fallen Solamnic knights who attend to their duty long after death. Armed with spectral armor and weaponry, a foresworn maintains the martial prowess it had in life and can call on magic and its fallen brethren for aid.

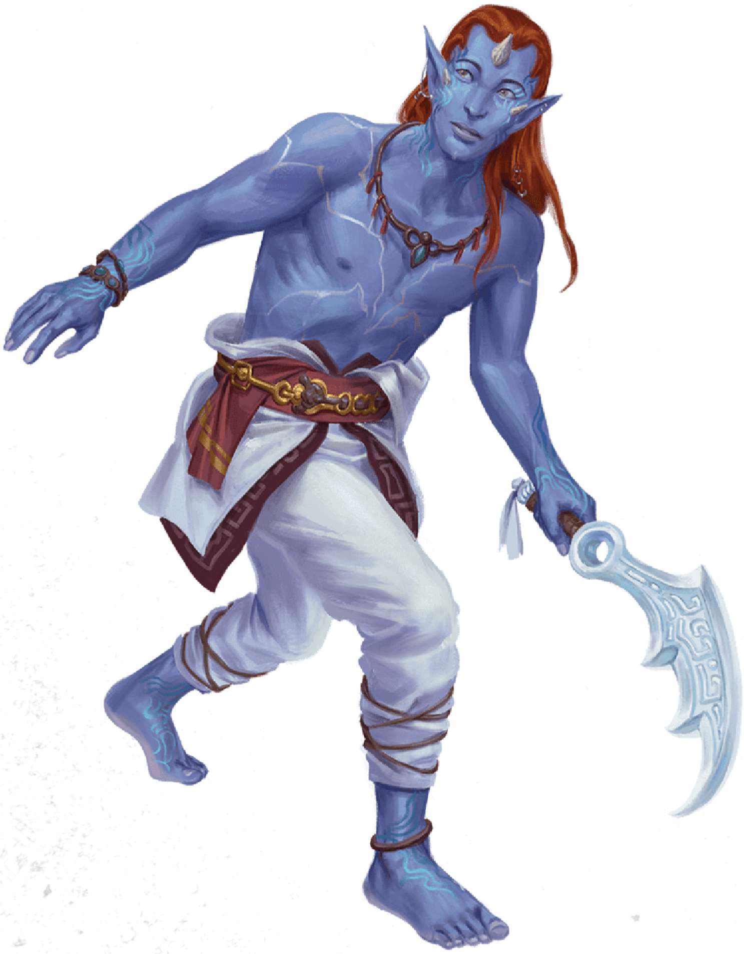
Like **revenants**, foresworn fixate on a singular purpose, and they refuse to abandon their undead state until the duty they had in life is fulfilled. For example, a foresworn might be pledged to protect a family's bloodline from harm or guard a dangerous artifact against thieves. If a foresworn is destroyed before it can complete its duty, it returns within a few days, its strength and purpose renewed.



IRDA

The Dragon Queen created the irda long ago. While most irda embraced their wicked creator's teachings, some of them adopted the philosophies of other deities. Those irda who don't serve the Dragon Queen live in hidden communities across Krynn, avoiding the eyes of their creator and her minions.

Distantly related to **oni**, **ogres**, and other giant folk, irda have shimmering skin that ranges through shades of indigo and sea green. Their innate magic provides them with limited shape-shifting abilities and the power to create illusions.



IRDA SEEKER

Irda seekers are skilled spies who use their magic to disguise themselves and gather intelligence for their allies. In combat, irda seekers can momentarily cloak themselves as they dart around the battlefield.

IRDA SEEKER

Medium Giant, Any Alignment

Armor Class 12
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	16 (+3)

Saving Throws Dex +4, Cha +5
Skills Insight +6, Perception +6, Stealth +4
Senses darkvision 60 ft., truesight 5 ft., passive Perception 16
Languages Common, Giant, Sylvan
Challenge 1 (200 XP) **Proficiency Bonus** +2

ACTIONS

Multiattack. The seeker uses Augment Physicality, if available, and makes two Crystal Blade attacks.

Crystal Blade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) force damage, plus 7 (2d6) force damage if the seeker is Large.

Augment Physicality (1/Day). For 1 minute, the seeker magically heightens its physical ability and increases in size, along with anything it is wearing or carrying. While augmented, the seeker is Large, and makes Strength and Dexterity saving throws with advantage. If the seeker lacks the room to become Large, it attains the maximum size possible in the space available.

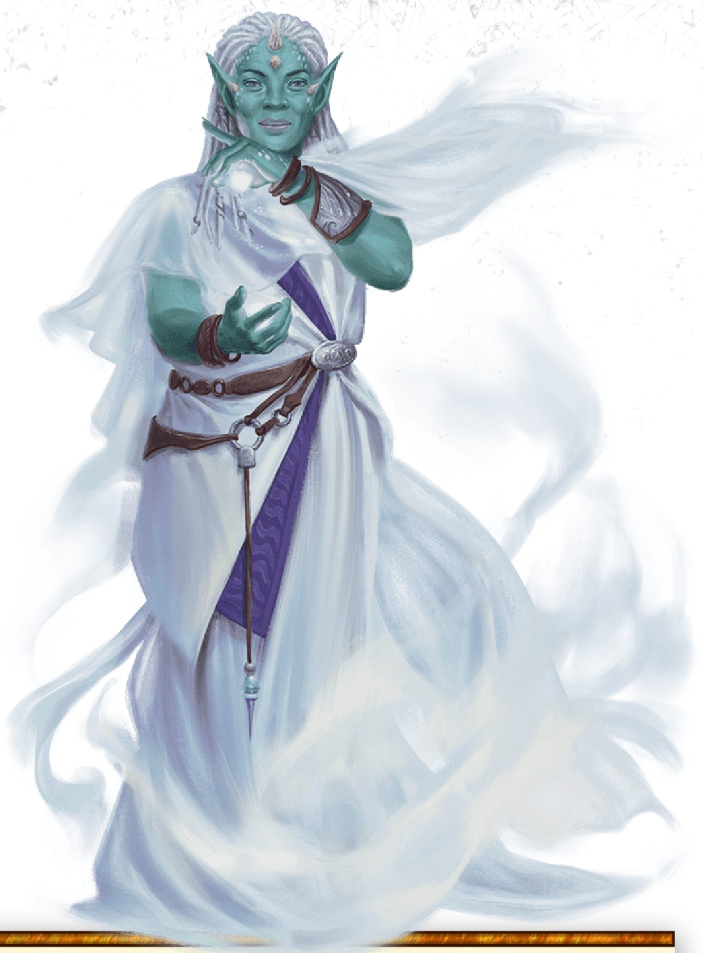
Change Shape (1/Day). The seeker magically transforms to look and feel like a Medium Humanoid it has seen. Any equipment the seeker is wearing or carrying isn't transformed, and the seeker's statistics don't change. The seeker reverts to its true form if the seeker is reduced to 0 hit points or if the seeker uses an action to end the transformation.

BONUS ACTION

Veil Walk (Recharge 4–6). The seeker, along with any equipment it is wearing or carrying, turns invisible and teleports to an unoccupied space it can see within 30 feet of itself. The seeker remains invisible until the start of its next turn or until immediately after the seeker makes an attack roll, whichever comes first.

IRDA VEIL KEEPER

Masters of their innate illusory powers, irda veil keepers protect their companions by weaving magical mirages that disorient foes. Rumors say that the most skilled irda veil keepers can keep entire enclaves hidden, guarding a community's inhabitants from the outside world for centuries.



IRDA VEIL KEEPER

Medium Giant (Sorcerer), Any Alignment

Armor Class 13
Hit Points 49 (9d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	13 (+1)	14 (+2)	17 (+3)	19 (+4)

Saving Throws Int +4, Wis +5, Cha +6
Skills Arcana +4, Insight +7, Perception +7
Condition Immunities charmed, frightened
Senses darkvision 60 ft., truesight 5 ft., passive Perception 17
Languages Common, Giant, Sylvan
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

ACTIONS

Multiattack. The veil keeper uses Augment Physicality, if available, and makes two Mirage Flare attacks.

Mirage Flare. *Melee or Ranged Spell Attack:* +6 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 11 (2d6 + 4) radiant damage, and the target must succeed on a DC 14 Wisdom saving throw or be charmed by the veil keeper until the start of the veil keeper's next turn. While charmed in this way, a creature is incapacitated as it is beset by hypnotic, illusory visions.

Augment Physicality (1/Day). For 1 minute, the veil keeper magically obscures it location, heightens its physical ability, and increases in size, along with anything it is wearing or carrying. While the veil keeper is augmented, attack rolls against it have disadvantage, it is Large, and it makes Strength and Dexterity saving throws with advantage. If the veil keeper lacks the room to become Large, it attains the maximum size possible in the space available. These augmentations end if the veil keeper is incapacitated.

Change Shape (3/Day). The veil keeper magically transforms to look and feel like a Medium Humanoid it has seen. Any equipment the veil keeper is wearing or carrying isn't transformed, and the veil keeper's statistics don't change. The veil keeper reverts to its true form if the veil keeper is reduced to 0 hit points or if the veil keeper uses an action to end the transformation.

Spellcasting. The veil keeper casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

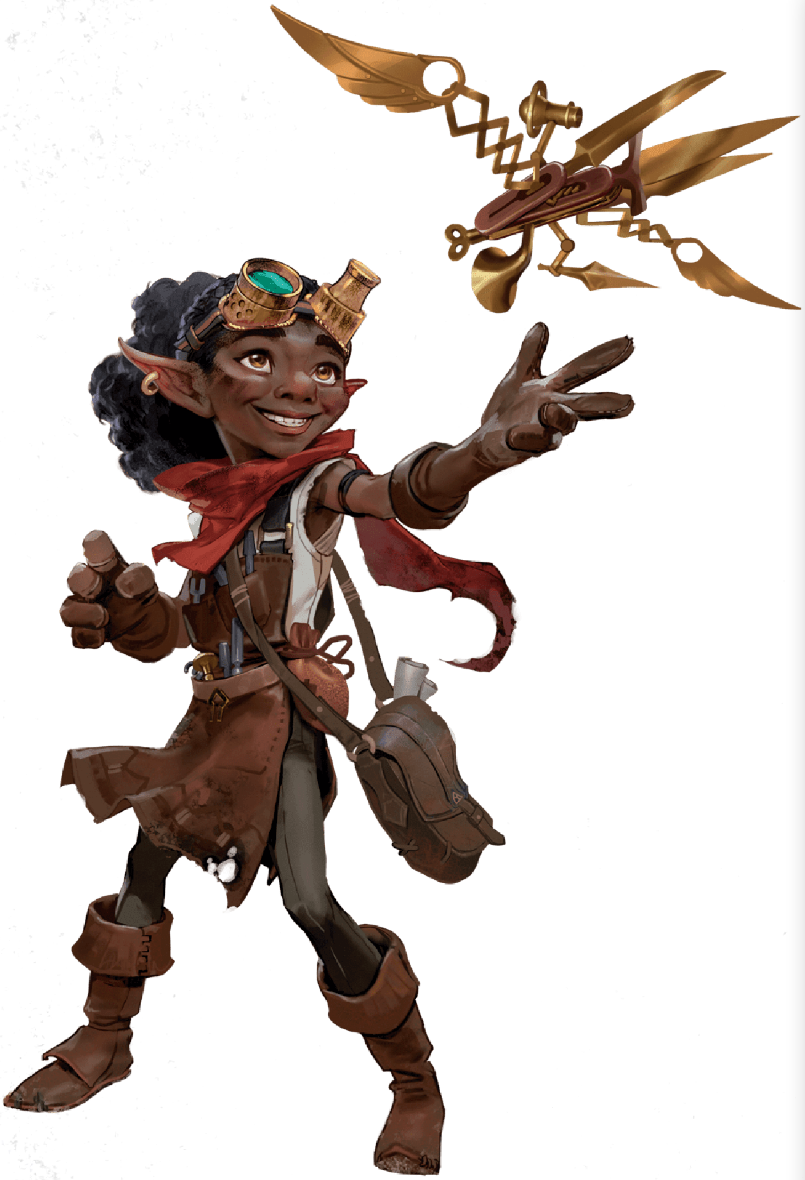
At will: *dancing lights*, *minor illusion*
2/day each: *invisibility*, *major image*, *phantasmal force*
1/day: *hallucinatory terrain* (as an action)

REACTION

Obscuring Mist. If a creature that the veil keeper can see within 30 feet of itself is targeted by an attack, the veil keeper surrounds the creature with illusory mist, granting the creature half cover until the start of the veil keeper's next turn.

NEVERMIND GNOMES

Mount Nevermind is a hollow, dormant volcano on the island of Sancrist in Krynn. Within the mountain, a vibrant community of rock gnome tinkerers and other inventors relentlessly study various scientific pursuits to create mechanical marvels.



Who among us hasn't marveled at a majestic bird soaring high above and thought, "I can do better"?

First, thanks to the work of esteemed elavationist, Rirordinees Thrump, we created lifts to climb the heights of Mount Nevermind. Then, with the gnomeflinger, we brushed the heavens as gracefully as skipping stones. Now, let me present the next stage in automated ascendancy: the cloud clinger!

Where is it, you ask? You're seated in it! And in just three... two... one...

—Last words of inventor Meeka Mallowswain
prior to her disappearance

NEVERMIND GNOME INVENTOR

Brimming with innovative ideas and reckless enthusiasm, the inventors of Mount Nevermind love any chance to showcase their creations. These talented inventors use their cleverness and technological know-how to outwit foes.

NEVERMIND GNOME INVENTOR

Small Humanoid, Any Alignment

Armor Class 14 (leather armor)
Hit Points 36 (8d6 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	18 (+4)	11 (+0)	14 (+2)

Saving Throws Dex +5, Int +6
Skills Arcana +6, Investigation +6, Perception +2
Senses darkvision 60 ft., passive Perception 12
Languages Common, Gnomish
Challenge 2 (450 XP) **Proficiency Bonus** +2

Always Thinking Ahead. The inventor has advantage on initiative rolls.

ACTIONS

Multiattack. The inventor makes two Flying Fangtrap attacks. It can replace one of these attacks with Thunderscream Gadget if it's available.

Flying Fangtrap. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage, and the creature must succeed on a DC 14 Dexterity saving throw or have its speed reduced to 0 until the start of the inventor's next turn.

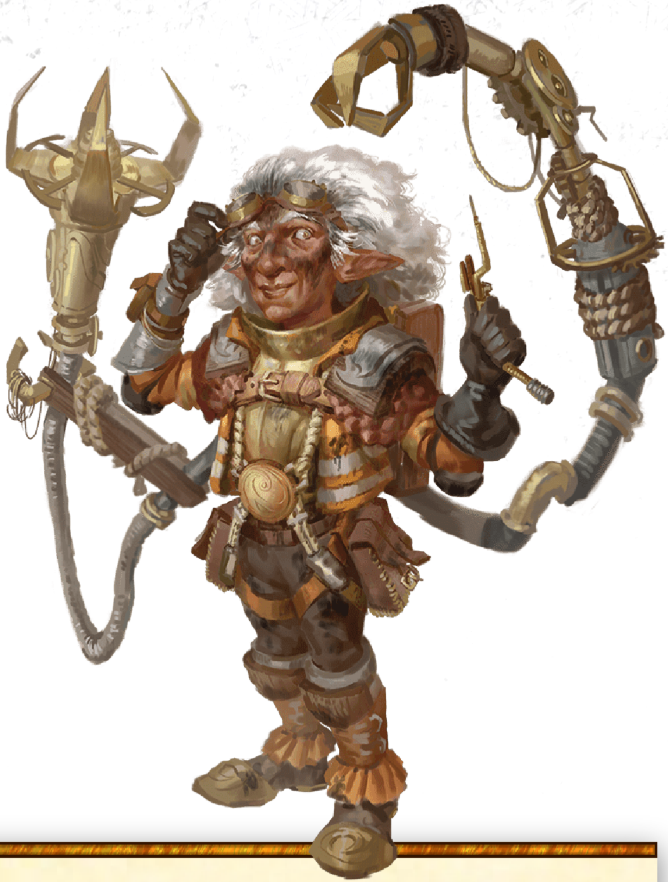
Thunderscream Gadget (Recharge 5–6). The inventor produces a gadget that emits a screeching wave of sound in a 30-foot cone originating from the inventor. Each creature in that area must make a DC 14 Constitution saving throw, taking 10 (3d6) thunder damage on a failed save or half as much damage on a successful one.

REACTION

Flash Powder. If the inventor is damaged by a creature it can see within 15 feet of itself, the inventor retaliates by flinging brilliantly explosive powder at the creature. The creature must succeed on a DC 14 Dexterity saving throw or be blinded until the end of its next turn.

Nevermind Gnome Mastermind

The gnome masterminds of Mount Nevermind temper their creativity with years of experience. While they still create wild inventions on a whim, these masterminds also wield at least one more stable clockwork invention—typically something that affords the mastermind more movement, extends their reach with extra appendages, or both.



Nevermind Gnome Mastermind

Small Humanoid, Any Alignment

Armor Class 15 (leather armor)
Hit Points 82 (15d6 + 30)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	14 (+2)	20 (+5)	11 (+0)	15 (+2)

Saving Throws Dex +7, Con +5, Int +8
Skills Arcana +8, Investigation +8, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Gnomish
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Always Thinking Ahead. The mastermind has advantage on initiative rolls.

Spider Climb. The mastermind can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. This trait doesn't function if the mastermind is grappling creatures in both of its clockwork claws.

Actions

Multiattack. The mastermind makes two Clockwork Claw attacks. The mastermind can replace one of these attacks with Generate Gadget if it's available.

Clockwork Claw. *Melee Weapon Attack:* +7 to hit, reach 20 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, and if the target is a Medium or smaller creature, the target is grappled (escape DC 15). Until this grapple ends, the target takes 10 (3d6) piercing damage at the start of each of the mastermind's turns. The mastermind has two claws, each of which can grapple only one target.

Generate Gadget (Recharge 5–6). The mastermind quickly assembles a clockwork gadget, producing one of the following effects (the mastermind's choice):

Chattergrab. Parts of this gadget look like gnashing metal teeth. This gadget hurtles toward a creature the mastermind can see within 60 feet of itself. The creature must succeed on a DC 16 Dexterity saving throw or take 31 (7d8) piercing damage and be incapacitated until the start of the mastermind's next turn.

Phasmoball. The mastermind launches this gadget to a point the mastermind can see within 30 feet of itself, where the gadget unleashes a cloud of mind-warping gases in a 10-foot-radius sphere. Each creature within the sphere must succeed on a DC 16 Wisdom saving throw or take 11 (2d10) psychic damage and be frightened of the mastermind until the start of the mastermind's next turn.

Thunderscream. This gadget emits a screeching wave of sound in a 30-foot cone originating from the mastermind. Each creature in that area must make a DC 16 Constitution saving throw, taking 21 (6d6) thunder damage on a failed save or half as much damage on a successful one.

THANOI HUNTER

Medium Monstrosity, Any Alignment

Armor Class 14 (hide armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	12 (+1)	16 (+3)	11 (+0)

Saving Throws Str +6, Con +4
Skills Athletics +6, Perception +5, Survival +5
Damage Immunities cold
Senses passive Perception 15
Languages Aquan, Common
Challenge 1 (200 XP) **Proficiency Bonus** +2

Hold Breath. The hunter can hold its breath for up to 10 minutes.

Pack Tactics. The hunter has advantage on an attack roll against a creature if at least one of the hunter's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The hunter makes one Bone Harpoon attack and one Tusk attack.

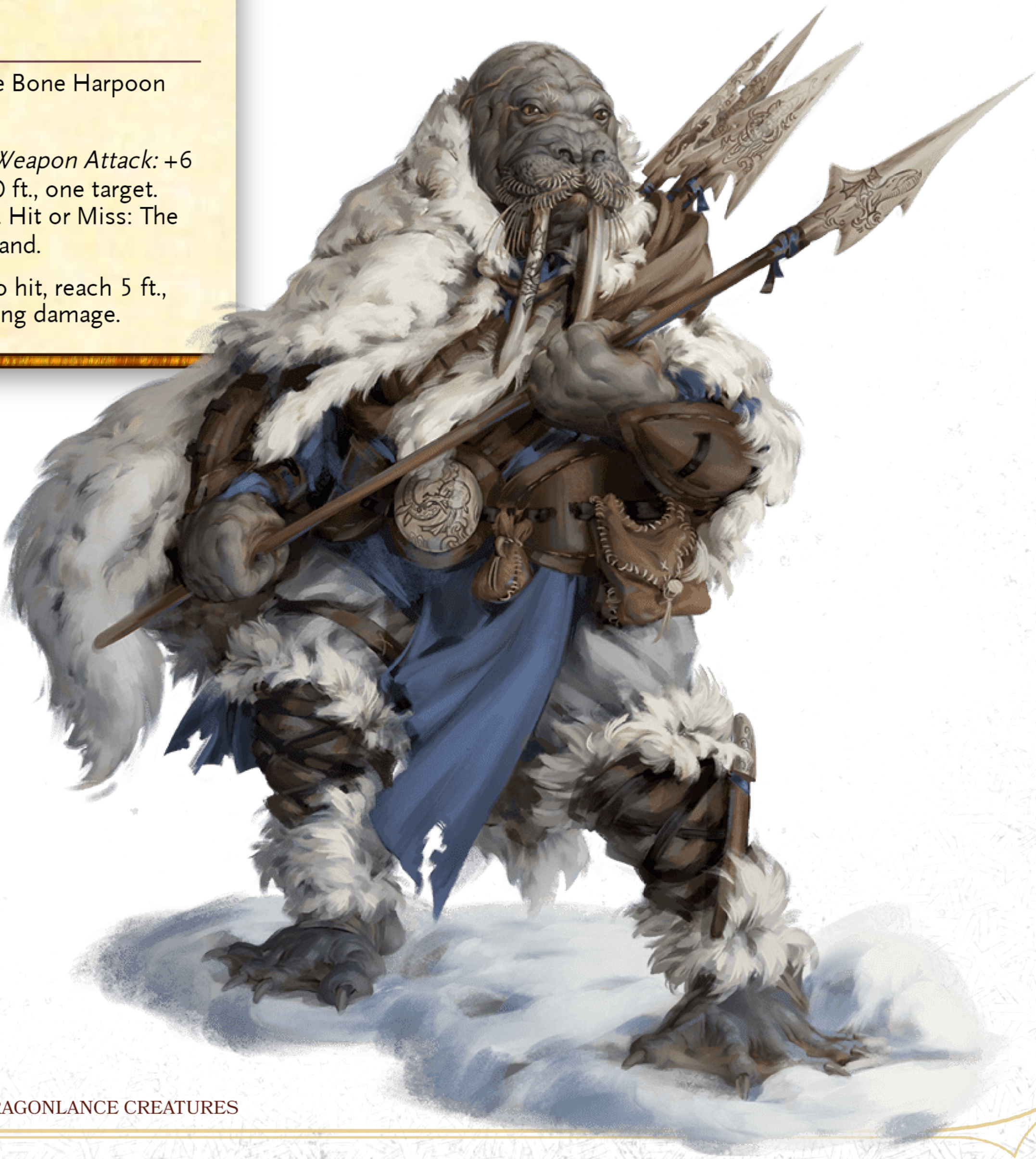
Bone Harpoon. *Melee or Ranged Weapon Attack:* +6 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. Hit or Miss: The harpoon returns to the hunter's hand.

Tusk. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

THANOI HUNTER

Thanoi are walrus-like beings who dwell in the frozen wastelands of Krynn. They sport thick, ivory tusks, which they use both to defend themselves and to poke breathing holes in sea ice as they swim.

Often at odds with the monstrous creatures that live in the frozen wastes, thanoi are adept hunters. In addition to their tusks, they use harpoons on long ropes that they can quickly reel back. Groups of thanoi hunters work together to take down monsters far larger than themselves, including **remorhazes** and white dragons.



TRAAG DRACONIAN

Large Monstrosity, Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	17 (+3)	6 (-2)	8 (-1)	9 (-1)

Saving Throws Str +8, Con +6
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 9
Languages Common, Draconic
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Blood Frenzy. The draconian has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Controlled Fall. If the draconian falls and isn't incapacitated, it subtracts up to 50 feet from the fall when calculating the fall's damage.

Death Throes. If the draconian is reduced to 0 hit points, its body erupts into sludge that fills a 10-foot-radius sphere. Each creature within that area must succeed on a DC 14 Dexterity saving throw or be covered in the sludge for 1 minute. While covered in the sludge, a creature's speed is halved. A creature can use its action to scrape the sludge off itself or another creature within 5 feet of itself.

ACTIONS

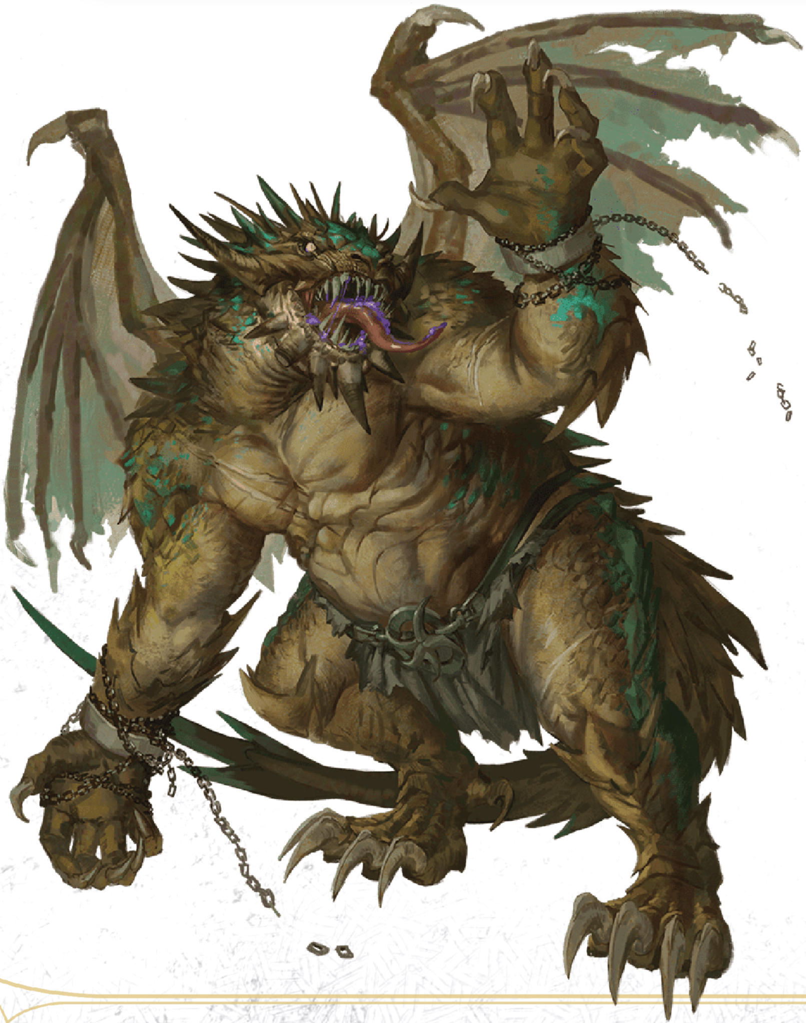
Multiattack. The draconian makes two Claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Flaming Carnage (Recharge 5–6). The draconian indulges its rage, wreathing itself in fire and moving up to its speed. The draconian can enter creatures' spaces during this move. During this movement, when the draconian enters a creature's space, the creature must make a DC 14 Dexterity saving throw. On a failed save, the creature takes 22 (4d10) fire damage and is knocked prone. On a successful save, the creature takes half as much damage and is pushed to the nearest space out of the draconian's path. A creature can be affected by this draconian's Flaming Carnage only once during a turn.

REACTION

Violent Retaliation. If a creature within 10 feet of the draconian hits it with an attack, the draconian can make one Claw attack against that creature. If the Claw attack hits, it deals an additional 4 (1d8) slashing damage.



TRAAG DRACONIAN

In their experimentation with corrupting dragon eggs, the Dragon Armies created traag draconians, the precursor to what would become **baaz draconian** foot soldiers. Unlike their draconian brethren, traag draconians are little more than bloodthirsty engines of carnage. Few commanders have successfully used a traag draconian's reckless violence to their advantage in battle; for most, a traag draconian is as much of a danger to its allies as it is to its enemies. Even magic cannot tame a traag draconian's thirst for violence.

A traag draconian's vestigial wings lack the strength to support its hulking body in true flight, and they only minimally help to slow a falling traag's descent. Its metallic scales are coated in a sickly patina. In battle, the draconian can charge its body with vicious fire, burning all in its wake. When a traag draconian dies, its body explodes in a thick, disgusting sludge.

VERMINAARD

Dragon Highlord Verminaard leads the Red Dragon Army—the largest and most powerful of the Dragon Queen's forces—with fanatic zeal and ruthless might. Though prophesied to banish evil forces from the lands of Krynn, Verminaard was tempted by Takhisis and her promises of glory. Corrupted by the Dragon Queen, Verminaard rose to become one of her champions, claiming command of the fiercest among the Dragon Armies.

Verminaard's extreme devotion to Takhisis allows him to channel her unholy power on the battlefield, bolstering those under his command while raining cursed fire on his foes. His towering silhouette is often wreathed in the fire of Ember, his red dragon companion and adviser.

Draconioc Devotion

Verminaard's stat block references the Draconic Devotion monster trait. Though this trait does not appear in any of the creatures in this compendium, you will find several monsters with the Draconic Devotion trait terrorizing the lands of Krynn in the book *Dragonlance: Shadow of the Dragon Queen.*

VERMINAARD

Medium Humanoid (Human, Cleric), Lawful Evil

Armor Class 20 (*+2 plate armor*)
Hit Points 143 (22d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	15 (+2)	16 (+3)	18 (+4)	17 (+3)

Saving Throws Wis +10, Cha +9
Skills Perception +16, Religion +9
Damage Immunities fire
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 26
Languages Abyssal, Common, Draconic
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Draconic Command. Whenever a Dragon or a creature with the Draconic Devotion trait within 30 feet of Verminaard makes an attack roll, the creature can roll a d4 and add the number rolled to the attack roll.

Legendary Resistance (3/Day). If Verminaard fails a saving throw, he can choose to succeed instead.

Special Equipment. Verminaard wears *+2 plate armor* and wields the mace *Nightbringer*, which grants him darkvision as well as immunity to fire damage and to the charmed and frightened conditions (included above).

ACTIONS

Multiattack. Verminaard makes two Nightbringer attacks and uses Malediction.

Nightbringer. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 12 (1d6 + 9) bludgeoning damage plus 10 (4d4) radiant damage. If the target is a creature, the target must succeed on a DC 20 Constitution saving throw or be blinded until the start of Verminaard's next turn.

Malediction. Verminaard utters an unholy word, causing profane fire to descend on one creature Verminaard can see within 60 feet of himself. The creature must make a DC 18 Dexterity saving throw, taking 11 (2d10) necrotic damage plus 11 (2d10) radiant damage on a failed save or half as much damage on a successful one.

Spellcasting. Verminaard casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 18):

At will: *light*, *thaumaturgy*
2/day each: *bane*, *fear*, *freedom of movement*, *greater restoration*, *hold monster*, *revivify*

BONUS ACTION

Dragon Queen's Favor (5/Day). Verminaard or one creature he can see within 60 feet of himself magically regains 17 (2d12 + 4) hit points.

LEGENDARY ACTIONS

Verminaard can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Verminaard regains spent legendary actions at the start of his turn.

Tactical Movement. Verminaard moves up to his speed or commands a mount he is riding to move up to its speed. This movement doesn't provoke opportunity attacks.

Fervent Strike (Costs 2 Actions). Verminaard makes one Nightbringer attack. If this attack hits, it deals an additional 7 (2d6) bludgeoning damage.

Cast a Spell (Costs 3 Actions). Verminaard uses Spellcasting.

NIGHTBRINGER

Weapon (Mace), Legendary (Requires Attunement)

This heavy mace has a dark oaken handle and a head of blackened steel trimmed with gold. In combat, the mace's head is wreathed in inky black energy.

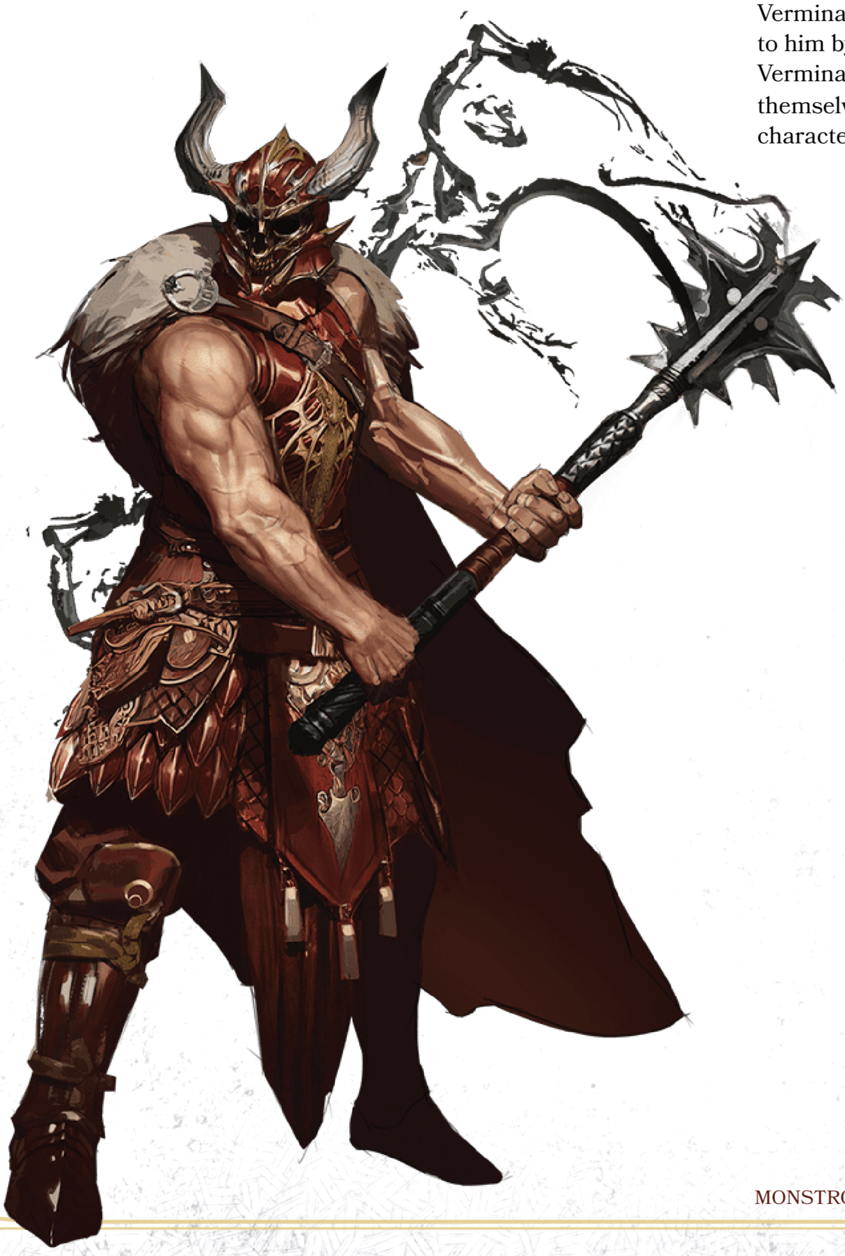
You gain a +3 bonus to attack and damage rolls made with this weapon. When you hit with an attack roll using it, the target takes an additional 4d4 radiant damage.

If you have an evil alignment, you also gain the following benefits when attuned to *Nightbringer*:

Blessing of the Dragon Queen. You are immune to the charmed and frightened conditions, and you gain immunity to one of the following damage types (choose when you attune to the weapon): acid, cold, fire, lightning, or poison.

Eyes of Midnight. You have darkvision with a range of 60 feet. If you already have darkvision, its range increases by 60 feet.

Midnight Shroud. The weapon has 6 charges. When you hit a creature with an attack using this weapon, you can expend one charge to force the creature to make a DC 20 Constitution saving throw. On a failed save, the creature is blinded until the start of your next turn. The weapon regains 1d6 expended charges daily at dawn.



Ariakas,

As the Dragon Queen wills me to obey, here is my assessment of your servant, Verminaard of Nidus: Unchanged. The man remains a blustering dastard awash in blessings earned by his blood rather than his brains. He glories in Takhisis's favor and wields her power in manners both frivolous and brutal. In their bunks, his troops whisper of his zealotry and claim that those missing from their ranks have been sacrificed on his secret altar. I don't dismiss this possibility.

While his work progresses, it is the effort of an instrument as blunt as the mace he wields.

Verminaard thinks himself invincible, and I pray to her majesty that I'm present when she divests him of that delusion.

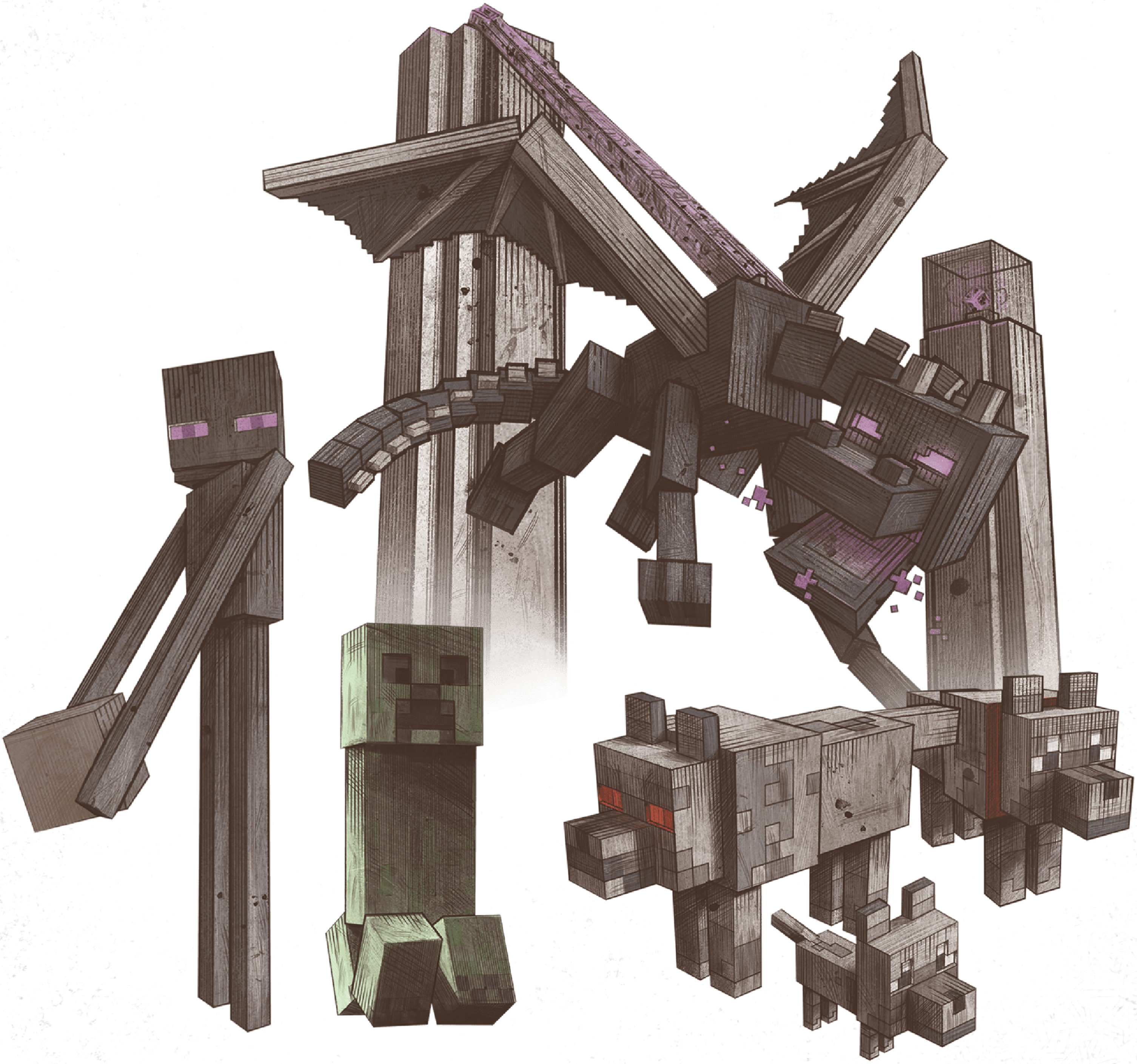
I hope you find these reports illuminating.

Ember

NIGHTBRINGER

Verminaard wields the mace Nightbringer, which was given to him by the Dragon Queen. Should the characters defeat Verminaard and wish to harness Nightbringer's power for themselves, the mace's magic item description for player characters is provided below.

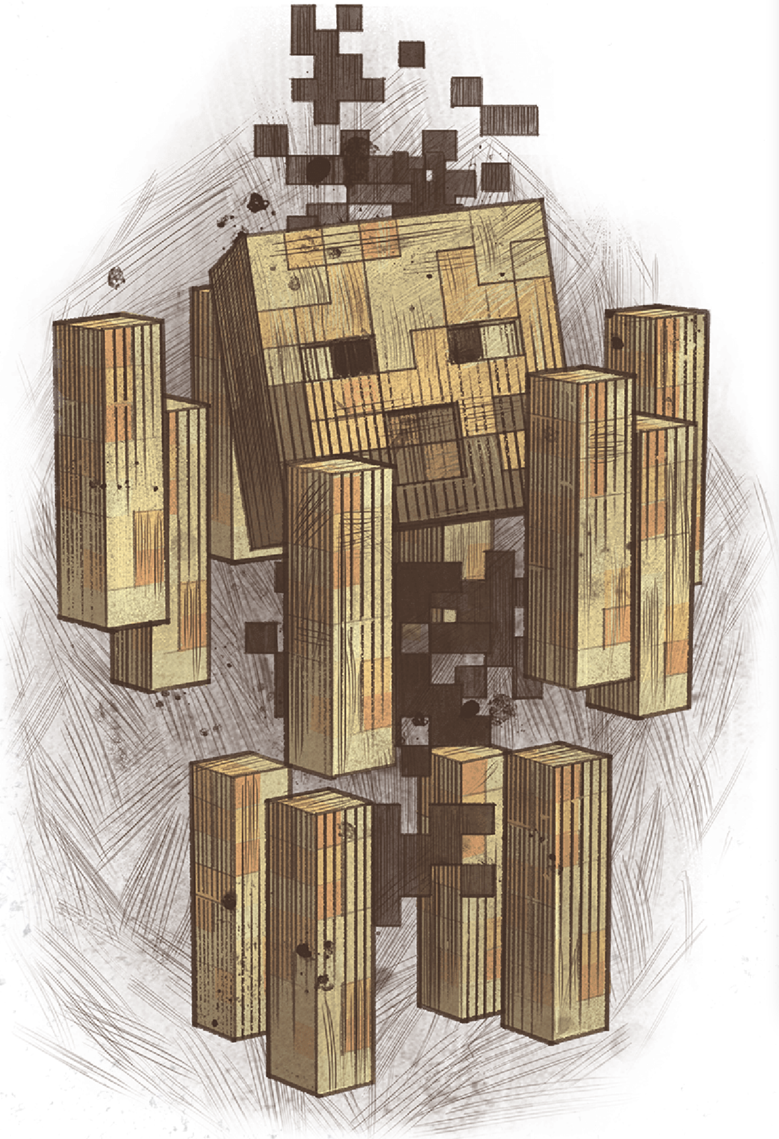
MONSTROUS COMPENDIUM
VOLUME THREE: MINECRAFT CREATURES



BLAZE

Blazes are elemental beings that congregate at Nether fortresses. They float a short distance above the ground, and each one is orbited by three sets of glowing rods. When a blaze is destroyed, it sometimes leaves one of these rods behind. Blaze rods are a source of great energy that, when carefully crushed into powder, can be used to brew potions and craft other magic items.

A blaze attacks by launching three fireballs from its fiery core. This fire ignites creatures and flammable objects. If necessary, a blaze levitates into the air to better see and more easily target its enemies.



BLAZE

Medium Elemental, Typically Neutral Evil

Armor Class 13
Hit Points 75 (10d8 + 30)
Speed 20 ft., fly 20 ft. (vertical movement only; hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities fire
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Blaze Rod. When the blaze drops to 0 hit points, it disappears in a cloud of smoke and has a 50 percent chance of leaving behind a glowing rod worth 100 gp. The rod sheds dim light in a 5-foot radius. As an action, a creature can try to snap the rod, doing so with a successful DC 14 Strength check. The snapped rod releases its fiery energy in a 5-foot-radius sphere centered on itself. Each creature in that area must make a DC 14 Dexterity saving throw, taking 6 (1d12) fire damage on a failed save, or half as much damage on a successful one.

Heat Aura. Any creature that starts its turn within 5 feet of the blaze takes 3 (1d6) fire damage.

Illumination. The blaze sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Water Susceptibility. The blaze takes 1 cold damage for every 5 feet it moves in water, for every gallon of water splashed on it, or whenever it starts its turn in the rain.

ACTIONS

Multiattack. The blaze makes three Fiery Doom attacks.

Fiery Doom. *Melee or Ranged Spell Attack:* +6 to hit; reach 5 ft. or ranged 60 ft., one target. *Hit:* 8 (1d10 + 3) fire damage, and the target catches fire if it's a creature or a flammable object. Until a creature takes an action to extinguish the fire, the burning target takes 3 (1d6) fire damage at the end of each of its turns.

CREEPER

Medium Monstrosity, Typically Neutral Evil

Armor Class 12 (natural armor)
Hit Points 19 (3d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	14 (+2)	6 (-2)	8 (-1)	3 (-4)

Skills Perception +3, Stealth +4
Damage Immunities lightning
Condition Immunities exhaustion
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Bizarre Physiology. The creeper can't take actions except for Dash, Disengage, Hide, and Search. It can't take bonus actions or reactions.

Creeper Head. When a creeper drops to 0 hit points from a charged creeper's explosion (see the Destruction trait), it dies and its head falls off. A creeper's fallen head is hollow and can be worn as a mask with eye and mouth openings.

Destruction. When it ends its turn within 10 feet of a Humanoid that it can see, the creeper stops moving and emits a hiss loud enough to be heard by creatures within 30 feet of itself. If the creeper drops to 0 hit points before the start of its next turn, the hissing stops, and the creeper dies. Otherwise, at the start of the creeper's next turn, one of following things happens:

- If there are no Humanoids within 10 feet of the hissing creeper, it stops hissing. It then uses any available movement to approach the nearest Humanoid it can see.
- If there are one or more Humanoids within 10 feet of the hissing creeper, the creeper explodes in a ball of energy that fills a 20-foot-radius sphere centered on itself. This energy spreads around corners. The creeper is destroyed, and every other creature in the explosion's area must make a DC 12 Dexterity saving throw, taking 14 (4d6) force damage on a failed save, or half as much damage on a successful one. Increase this damage by 7 (2d6) if the creeper is charged (see "Electrical Charge" below). Objects in the area that aren't being worn or carried take 14 (4d6) force damage, or 21 (6d6) force damage if the creeper is charged.

Electrical Charge. Whenever the creeper is subjected to lightning damage, it takes no damage and instead becomes charged for 1 minute. While charged, the creeper emits dim blue light in a 5-foot radius.

Fear of Felines. The creeper has the frightened condition whenever it starts its turn within 60 feet of a feline creature it can see. The condition lasts until the start of the creeper's next turn.

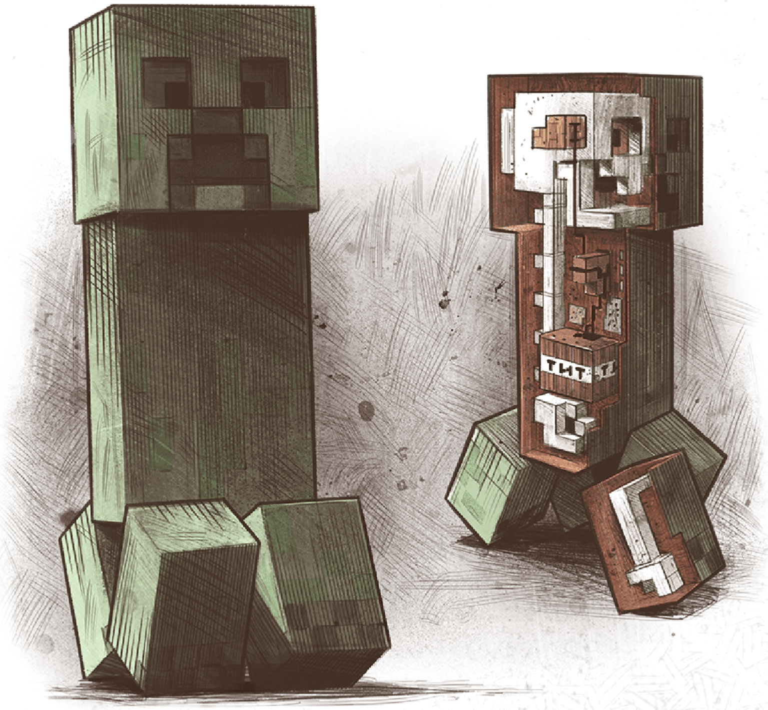
CREEPER

A creeper is a green, armless creature that emerges in darkness and silently prowls the Overworld on its four short legs. Its peculiar face bears no clue of its motives, but its destructiveness makes it one of the greatest threats to both life and property in the Overworld.

A creeper quietly shuffles toward Humanoid prey. When it gets close enough, it halts and begins to hiss like a burning fuse. Unless the creeper is defeated or its target gets far enough away that the creeper defuses itself, the creeper explodes a few short moments later, leaving a crater where it once stood.

Creepers have an uncanny ability to appear when least expected, and few places are safe from their explosive nature. Yet creepers have one strange weakness: they fear cats and do all they can to avoid them.

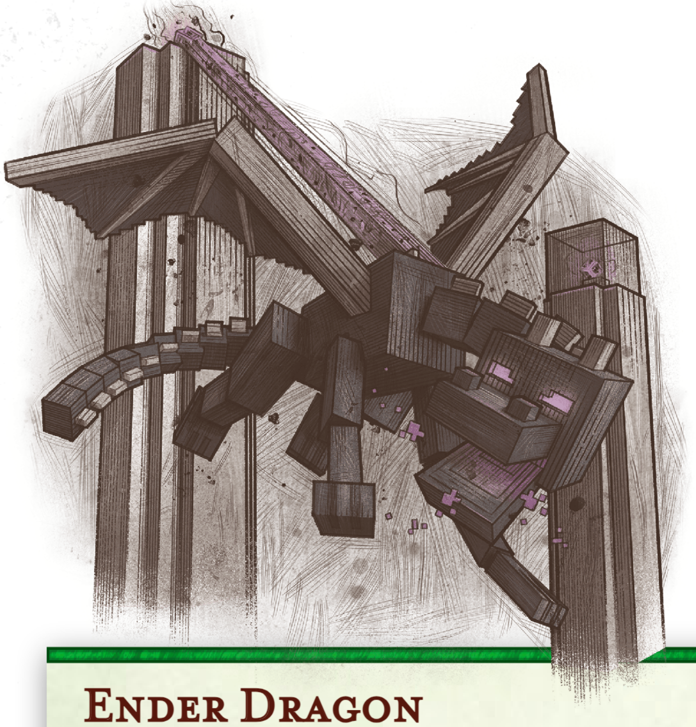
If a creeper is struck by lightning, rather than being harmed, it becomes charged with electrical power. In this charged state, the creeper gains a bluish aura and can explode with even greater power.



Ender Dragon

The mighty Ender Dragon is one of a kind—a vast, flying creature with void-black scales and purple eyes. It soars above the central island of the End. No one can say whether it is a guardian or a prisoner of the End, but either way, the Ender Dragon challenges anyone who enters its domain.

The Ender Dragon buffets enemies with great wings, engulfs foes with its gaseous breath weapon, and delivers crushing bites with its powerful jaws. Its hide is strong enough to deflect all but the deadliest weapons.



End Crystals

The Ender Dragon has a special relationship with the ten 40-foot-tall obsidian towers scattered around the central island of the End. At the top of each tower is an End crystal that sends a beam of healing energy to the Ender Dragon when it flies nearby. If slain, the Ender Dragon can be brought back to life by placing four End crystals on the portal that leads back to the Overworld.

End Crystal

Wondrous Item, unknown rarity

An *End crystal* is a Large object that has Armor Class 11; 30 hit points; vulnerability to bludgeoning and thunder damage; resistance to piercing and slashing damage; and immunity to poison and psychic damage. When a crystal is destroyed, it explodes in a 20-foot-radius sphere of destructive energy. Any creature in that area must make a DC 15 Dexterity saving throw, taking 21 (6d6) force damage on a failed save, or half as much damage on a successful one.

Crystal Healing. When the **Ender Dragon** ends its turn within 60 feet of an *End crystal*, the crystal emits a healing beam that causes the dragon to regain 20 hit points. The dragon can benefit from such healing only once per turn.

Ender Dragon

Gargantuan Dragon, Chaotic Evil

Armor Class 22 (natural armor)
Hit Points 350 (20d20 + 140)
Speed 30 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	10 (+0)	15 (+2)	19 (+4)

Saving Throws Con +13, Int +6, Wis +8
Skills Perception +14, Stealth +8
Damage Resistances fire
Damage Immunities necrotic
Condition Immunities charmed, frightened
Senses darkvision 240 ft., passive Perception 24
Languages Draconic
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Dragon Egg. When the Ender Dragon drops to 0 hit points, it radiates beams of purple light and then disappears, leaving behind an inert, jet-black dragon egg worth 5,000 gp.

Legendary Resistance (4/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes one Bite attack and uses Beating Wings.

Bite. *Melee Weapon Attack:* +14 to hit; reach 15 ft., one target. *Hit:* 18 (3d6 + 8) piercing damage plus 7 (2d6) necrotic damage.

Beating Wings. The dragon beats its great wings. Each creature within 15 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 10 (1d4 + 8) bludgeoning damage, be pushed 10 feet away from the dragon, and have the prone condition.

Harmful Breath (Recharge 5–6). The dragon exhales putrid gas in a 60-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 52 (15d6) necrotic damage on a failed save, or half as much damage on a successful one. The dragon then chooses a point it can see where the cone makes contact with the ground. That point becomes the center of a 10-foot-high, 10-foot-radius cylinder of lingering gas that disappears at the start of the dragon's next turn. Any creature that starts its turn in the cylinder takes 10 (3d6) necrotic damage.

ENDERMAN

Medium Aberration, Typically Chaotic Neutral

Armor Class 14
Hit Points 78 (12d8 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	15 (+2)	10 (+0)	18 (+4)	11 (+0)

Saving Throws Str +5, Con +5
Skills Perception +7, Stealth +7, Survival +7
Damage Resistances necrotic
Senses darkvision 60 ft., passive Perception 17
Languages Endspeech
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Evasive Teleportation. Whenever it takes damage or is the target of a ranged attack, the Enderman can teleport, along with any equipment it is wearing or carrying, to an unoccupied space it can see within 20 feet of itself (no action required). If this effect is triggered by a ranged attack, the Enderman teleports just before the attack hits, causing the attack to miss it. This trait is suppressed while the Enderman has the incapacitated condition.

Implosion. When the Enderman drops to 0 hit points, it dies as its body implodes. Roll a d10. On a roll of 9 or less, the Enderman leaves no remains. On a roll of 10, the Enderman leaves behind a glowing, purple orb called an *Ender pearl*, worth 500 gp. A creature can throw the pearl up to 60 feet; if the pearl lands in an unoccupied space big enough to contain the creature, the creature teleports to that space, along with any equipment it is wearing or carrying, and the pearl disappears.

Sunlight Sensitivity. While in sunlight, the Enderman has disadvantage on attack rolls.

Water Susceptibility. The Enderman takes 1 cold damage for every 5 feet it moves in water, for every gallon of water splashed on it, or whenever it starts its turn in the rain.

ACTIONS

Multiattack. The Enderman makes two Slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit; reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 9 (2d8) necrotic damage.

ENDERMAN

Endermen are tall, black, bipedal creatures with long, thin limbs and piercing, purple eyes. Violet particles flicker in and out of existence around them. Endermen are unnerving and enigmatic, acting in a manner that is all but impossible to interpret.

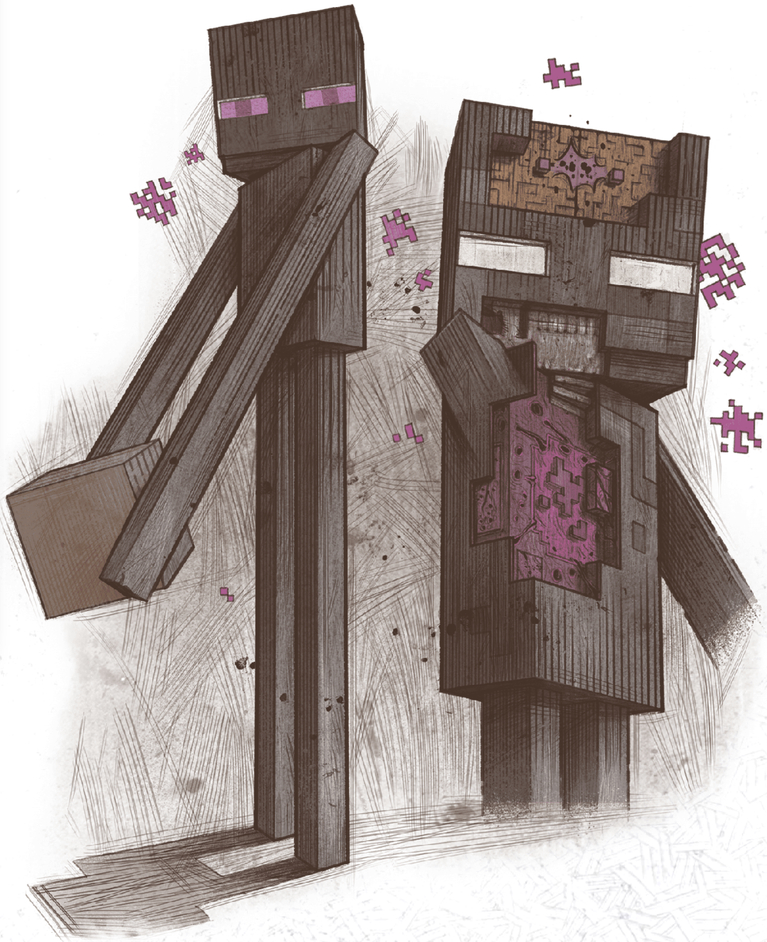
Endermen seem particularly drawn to the End, where they gather in large groups. They are uncommon visitors to other dimensions, although they appear more often in pairs in such peculiar places as the warped forests of the Nether. They shun sunlight and are hurt by water, including rain. When an Enderman becomes the target of a ranged weapon or takes damage, it teleports to a safer location nearby and makes a distinctive "voop" sound at its destination.

Endermen have no known predators. When a Humanoid looks directly at an Enderman, the Enderman becomes enraged, opens its mouth horrifyingly wide, and rushes to attack with its long arms. A defeated Enderman implodes and sometimes leaves behind an *Ender pearl*, which, when thrown, teleports the thrower to the place it lands.

ENDER PEARL

Wondrous Item, unknown rarity

An *Ender pearl* is worth 500 gp. A creature can throw the pearl up to 60 feet; if the pearl lands in an unoccupied space big enough to contain the creature, the creature teleports to that space, along with any equipment it is wearing or carrying, and the pearl disappears.



WOLF OF THE OVERWORLD

Running through the forests of the Overworld on four legs, this gray-furred hunter is at home in the cold of the taiga.

Wolves hunt in packs, roaming their territories and chasing sheep, rabbits, and foxes. Wild wolves are typically indifferent to Humanoids, neither running from nor attacking them, but a pack of wolves becomes hostile toward any creature that hurts one of the pack's members. Wolves can be tamed by adventurers who feed and look after them. Tamed wolves follow their masters everywhere they go.

Wolves instinctively regard animated skeletons as enemies and attack them without hesitation. Even tamed wolves, which obediently hold themselves back from attacking their natural prey, freely charge at skeletons unless they are commanded to sit.

WOLF OF THE OVERWORLD

Medium Beast, Unaligned

Armor Class 13 (natural armor)
Hit Points 11 (2d8 + 2)
Speed 40 ft.

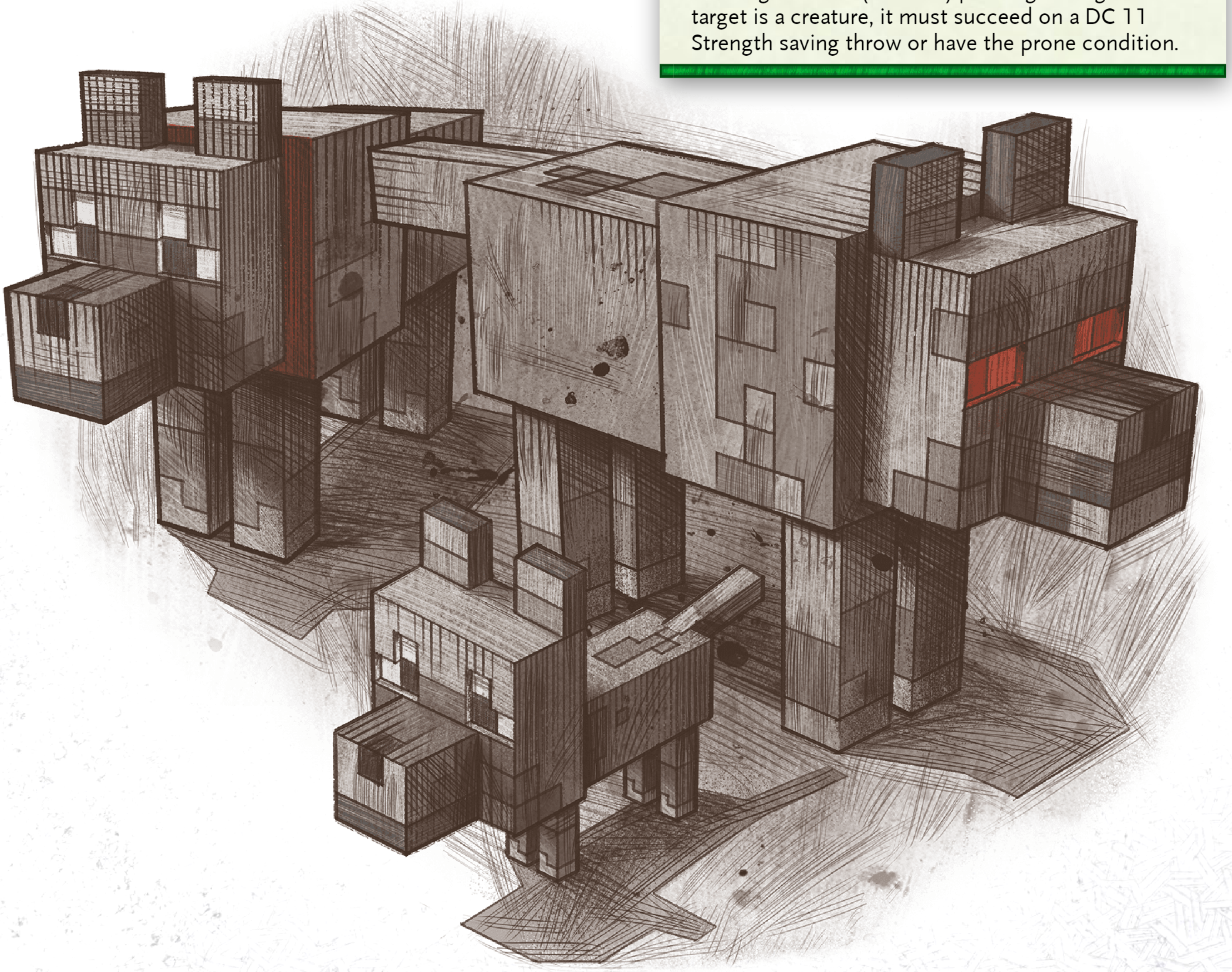
STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +5, Stealth +4
Senses passive Perception 15
Languages —
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally doesn't have the incapacitated condition.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit; reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or have the prone condition.



MONSTROUS COMPENDIUM
VOLUME FOUR: ELDRAINE CREATURES

ABOUT ELDRAINE

Eldraine is a storybook world of quests and castles, knights and wizards, wicked warlocks and fantastical creatures. Once, valiant knights would venture from five royal courts to fulfill noble quests—but the invasion of the horrific Phyrexians from another world changed all that and left the kingdom in ruins.

The realm and the wilds of Eldraine were introduced to players of Magic: The Gathering with 2019's *Throne of Eldraine set*. The new *Wilds of Eldraine* set presents the world in the wake of the Phyrexian invasion, leaving behind the knights and castles and delving deep into the strange and mysterious wilds. Here, giants lumber through the clouds, faeries make mischief, and witches cackle over bubbling cauldrons.

THE WILDS

Past the courts, across the stream, into the woods—there lie the wilds, the most magical, strange, and dangerous lands in all Eldraine. In contrast to the order and structure of the realm, the wilds are unpredictable and not united under any one system of government.

The lands of the wilds are just as untamed and diverse as the creatures that live there. Magic runs rampant, manifesting in strange and often beautiful ways. It can be alluring, empowering, and restorative. It can also be repellent, enervating, and destructive.

Countless species of sapient creatures dwell in the wilds, including humans. In addition to those described in this collection, many creatures from the *Monster Manual* and other sources live in the wilds of Eldraine:

Humans. Whether driven by desperation or a desire to live outside the courts, humans have always existed in the wilds. These humans include resilient and resourceful hunters, foresters, and artisans, and they often pick up some of the eccentricities of their more fantastical neighbors. In addition to the nonplayer character stat blocks found in the *Monster Manual* and other sources, see the **Knight of Eldraine** in this collection.

Elves. Scions of a once-mighty empire, the elves of Eldraine have found new purpose in their role as guardians of nature. Most elves move through the woods in small bands of hunters, gatherers, and druids, though some still reside within crumbling forts and overgrown castles that dot the wilds. In addition to the nonplayer character stat blocks found in the *Monster Manual* and other sources, see the **Redtooth werefox** in this collection.

Dwarves. The dwarves of Eldraine include miners, blacksmiths, and other artisans who value hard work and independence. These artisans take pride in creating intricate jewelry and sturdy weapons from the minerals they mine, and they value the dignity of work.

Merfolk. In the wilds, **merfolk** are known as covetous keepers of arcane magic, knowledge, and artifacts. They are said to hoard precious magic items, tomes, and other secrets in lochs, ponds, and wishing wells across Eldraine.

Fauns. Prior to the Phyrexian invasion, fauns (use the **satyr** stat block) were reclusive creatures living in tight family units deep in the forest. Seeing their homeland under attack inspired them to leave the woods and join the rest of Eldraine in its defense. Since the end of the invasion, the fauns have taken charge of the Tanglespan, a great chasm between the realm and the wilds. They map out the crisscrossing pathways spanning the chasm, fight off the **trolls** who lurk beneath the bridges in hope of feasting on travelers, and guide travelers across the chasm in exchange for a modest toll.

Giants. Giants are the rare creatures equally at home in the realm or the wilds. In Garenbrig and Embereth, **fire giants** and **stone giants** served as mighty knights and strong laborers. In the wilds, **hill giants** have always been hostile to the rulers of the realm, even when elves governed the land. **Cloud giants** and **storm giants** live far above the wilds on islands made of magical cloud. (See the **tempest hart** entry in this collection for more on Stormkeld and its giant inhabitants.) *Bigby Presents: Glory of the Giants* includes many additional giant stat blocks as well as descriptions of other creatures that might be found in Stormkeld, such as **giant geese** and **giant oxen**.

Redcaps. Redcaps (use the **redcap** stat block in *Mordenkainen Presents: Monsters of the Multiverse* or the **goblin** stat block) are mischievous agents of chaos. They fight without any sense of honor or fair play; they specialize in sneak attacks and ambushes and often raid villages across the Boundary Lands before retreating deeper into the wilds.

Ogres. Ogres are smaller and meaner than other giants, with vicious tempers and a propensity for violence. In addition to the **ogre** stat blocks in the *Monster Manual* and M*onsters of the Multiverse*, see the **ogre chitterlord** in this collection.

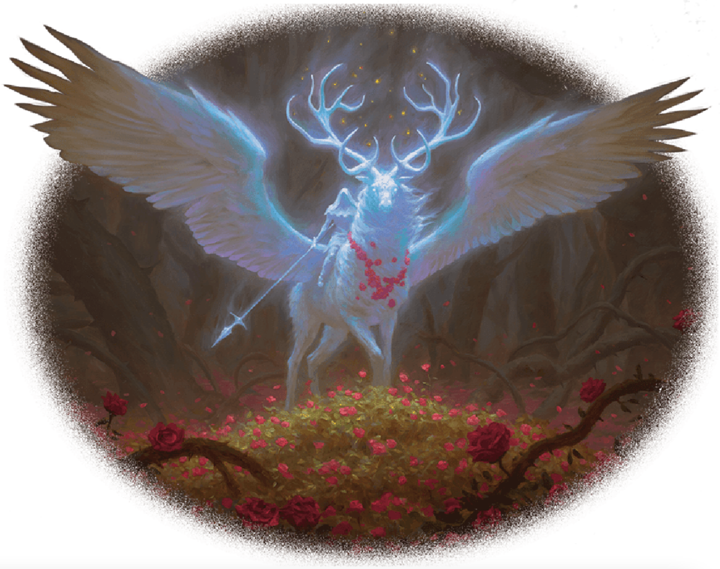
ARCHON OF BOUNDARIES

The archons of Eldraine are enigmatic beings who fly over the perimeter where the realm meets the wilds, marking the boundary between safety (for the people of the realm) and danger. The sight of an archon overhead is a clear signal that one is entering the wilds.

An archon appears as a hooded, spectral rider mounted on a winged elk with glowing antlers and gleaming eyes. Despite this appearance, rider and mount are a single creature that can't be separated. Tales say that archons are ascended spirits of paladins fused with the celestial spirits of their steeds, returned from the celestial realms to watch over the boundary of the wilds and protect those who dare to cross it.

Sometimes knights of the realm get the idea that they can expand the borders of their land and keep the wilds at bay simply by driving archons deeper into the wilds. Such efforts are futile; not only are archons difficult to kill, but they don't create the boundaries, merely mark them.

> *A winged dawn dispels the terror of night.*
> —Chulane, Teller of Tales
>
> Chris Rahn



ARCHON OF BOUNDARIES

Huge Celestial, Typically Lawful Good

Armor Class 17 (natural armor)
Hit Points 195 (17d12 + 85)
Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	17 (+3)	20 (+5)	14 (+2)	18 (+4)	18 (+4)

Saving Throws Con +10, Wis +9
Skills Insight +9, Perception +9
Damage Resistances radiant
Condition Immunities exhaustion
Senses darkvision 120 ft., passive Perception 19
Languages understands Common and Celestial but can't speak
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Legendary Resistance (3/Day). If the archon fails a saving throw, it can choose to succeed instead.

Magic Resistance. The archon has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The archon makes one Hooves attack and one Radiant Lance attack.

Hooves. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage plus 10 (3d6) radiant damage. If the target is a Medium or smaller creature, it must succeed on a DC 19 Strength saving throw or have the prone condition.

Radiant Lance. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 12 (1d12 + 6) piercing damage plus 28 (8d6) radiant damage, and the target is marked until the start of the archon's next turn. While it is marked, the target has disadvantage on attack rolls against creatures other than the archon.

Spellcasting. The archon casts one of the following spells, using Charisma as the spellcasting ability:

1/day each: *daylight*, *lesser restoration*

REACTIONS

The archon can take up to three reactions per round but only one per turn.

Archon's Pursuit. When a creature marked by the archon's Radiant Lance ends its turn within 120 feet of the archon, the archon teleports to an unoccupied space it can see within 5 feet of the creature.

Haunting Radiance. Immediately after a creature within 120 feet of the archon forces it to make a saving throw, the archon responds with a burst of light. The creature must succeed on a DC 17 Constitution saving throw or have the blinded condition until the end of the creature's next turn.

Parry. The archon adds 5 to its AC against one melee attack that would hit it, provided it can see the attacker.

BEANSTALK WURM

Wurms are enormous creatures that resemble limbless, wingless dragons, though they lack a dragon's breath weapons and keen intelligence. On the world of Eldraine, many wurms have adapted to life among the world's skyscraping beanstalks. These beanstalk wurms sport leafy growths, sustaining themselves on a mixture of natural photosynthesis and a carnivorous diet.

Cloud-dwelling giants often use beanstalk wurms as a first line of defense against those who would ascend massive beanstalks—also known as Everstalks—to intrude on their lofty palaces. Beanstalk wurms lie coiled along the length of an Everstalk with their eyes closed and their stomach flattened against the stalk, appearing to be just another enormous vine until a tasty intruder attempts to climb them.

> *When giants' prized pets escape Stormkeld, villages fall and new Everstalks rise.*

BEANSTALK WURM

Gargantuan Monstrosity, Unaligned

Armor Class 16 (natural armor)
Hit Points 231 (14d20 + 84)
Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	18 (+4)	22 (+6)	4 (-3)	14 (+2)	10 (+0)

Saving Throws Str +14, Con +12
Senses passive Perception 12
Languages —
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

False Appearance. If the wurm is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the wurm move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the wurm is animate.

Leafy Handholds. Creatures have advantage on ability checks made to climb the wurm.

Legendary Resistance (3/Day). If the wurm fails a saving throw, it can choose to succeed instead.

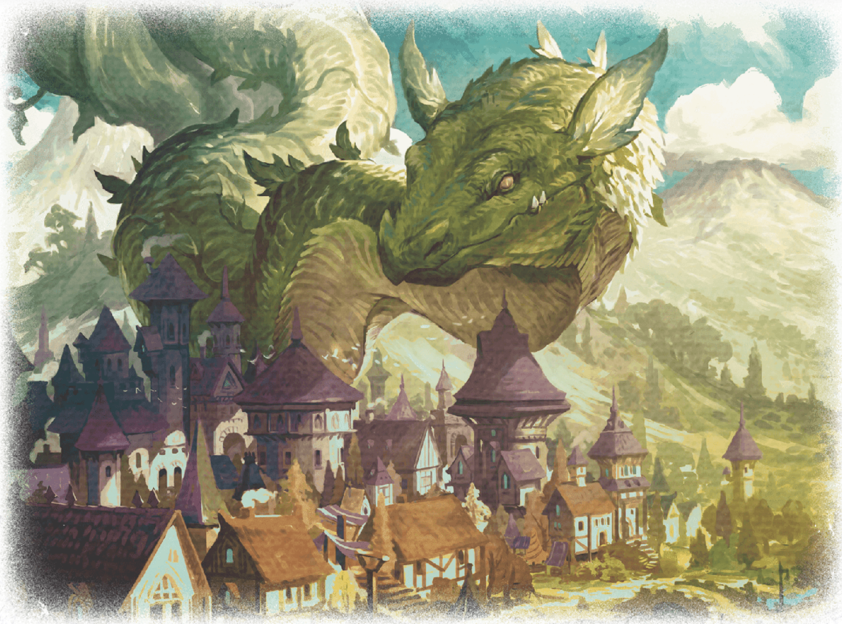
Regeneration. The wurm regains 20 hit points at the start of its turn if it has at least 1 hit point. If the wurm takes fire or lightning damage, this trait doesn't function at the start of the wurm's next turn.

ACTIONS

Multiattack. The wurm makes two Bite attacks.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 30 (5d8 + 8) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 22 Dexterity saving throw or be swallowed by the wurm. A swallowed creature has the restrained condition, has total cover against attacks and other effects outside the wurm, and takes 28 (8d6) piercing damage at the start of each of the wurm's turns from thorns in the wurm's gullet.

The wurm's stomach can hold up to two creatures at a time. If the wurm takes 30 damage or more on a single turn from a creature inside it, the wurm must succeed on a DC 22 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 10 feet of the wurm and has the prone condition. If the wurm dies, a swallowed creature no longer has the restrained condition and can escape from the corpse by using 10 feet of movement, exiting with the prone condition.



DEATHLESS RIDER

Legends told in the courts of Eldraine suggest that the deathless riders serve a warlock-queen, known simply as the Shadow Queen, who rules from a castle called Dynnistan. It isn't known whether these legends are based on any true experience or are simply the result of imagination trying to account for a terrifying and unexplained phenomenon.

In either case, deathless riders are undeniably real. They are undead knights, once human, who ride undead steeds through the remotest parts of the wilds. They are sometimes called lich-knights or fell horsemen.

In stark contrast to the knights of Eldraine, the deathless riders are without virtue of any kind. They are few in number —unless many more lurk in the dark heart of the forest than anyone is aware. But when mortal knights meet them in the wilds, the encounter rarely ends well for the living. The deathless riders fight with superhuman strength, heedless of wounds and relentless in their assault.

A typical deathless rider's mount is a **warhorse skeleton**, though some lich-knights ride equine spirits like **nightmares**.

DEATHLESS RIDER

Medium Undead, Typically Lawful Evil

Armor Class 18 (chain mail, shield)
Hit Points 84 (13d8 + 26)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	6 (-2)	6 (-2)	5 (-3)

Saving Throws Str +7, Con +5
Skills Athletics +7, Perception +1
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages understands the languages it knew in life but can't speak
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Mounted Adept. While mounted and without the incapacitated condition, the rider has advantage on melee attack rolls against any unmounted creature smaller than its mount, the rider and its mount have advantage on Dexterity saving throws, and the rider can force an attack targeted at its mount to target the rider instead.

Undead Fortitude. If damage reduces the rider to 0 hit points, it must make a Constitution saving throw with a DC equal to 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the rider drops to 1 hit point instead.

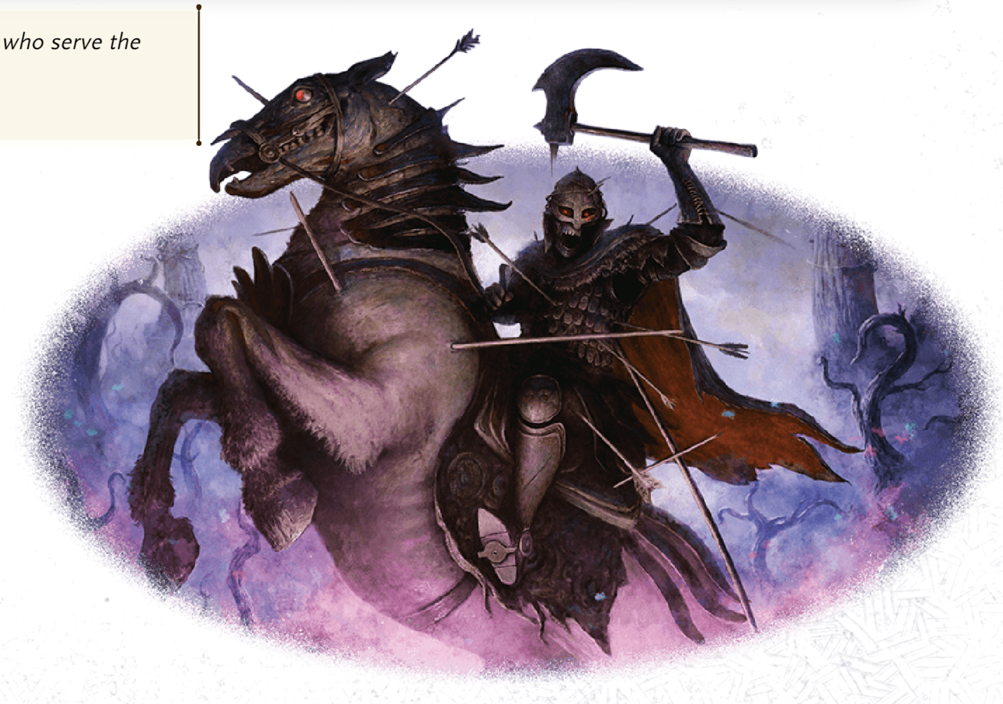
ACTIONS

Multiattack. The rider makes two Axe attacks. It can replace one of these attacks with Fell Glare.

Axe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Fell Glare. The rider gazes at a creature within 30 feet of itself. The creature must succeed on a DC 13 Wisdom saving throw or have the frightened condition for 1 minute. The frightened creature can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the rider, ending the condition on itself on a success.

> *Headed to the wilds? Beware the dead riders who serve the Shadow Queen.*
>
> —Scalan, Edgewall innkeeper



> *Taste the sweetness, breath for breath. Keep the balance, death for death.*
>
> —Dunbarrow witch incantation

DUNBARROW WITCH

In the misty marsh of Dunbarrow, the witches of the Eldraine wilds scheme. They crave power by any means, and they aren't above cheating, sacrificing, or allying with whatever they believe will get them closer to that power.

Much of a Dunbarrow witch's magic is performed at cauldrons and delivered as a poison or potion. The most aggressive witch spells take the form of shattering mirrors.

COMPANION CREATURES

Various creatures serve the witches of Dunbarrow. It's not uncommon to see ravens and bats flitting through the canopy, or cats or otters scurrying through the undergrowth, to deliver messages to allies or rivals across the marsh. Some witches animate bundles of sticks and roots to do their errands about the marsh for them, while others animate furniture, weapons, or other objects.

Feel free to build encounters with witches that include additional creatures such as **animated armor**, a **flying sword**, a **rug of smothering**, or a Tiny Beast acting as a spy.

DUNBARROW WITCH

Medium Humanoid (Human), Typically Neutral Evil

Armor Class 12 (15 with *mage armor*)
Hit Points 72 (16d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	16 (+3)	15 (+2)	20 (+5)

Saving Throws Wis +5, Cha +8
Skills Arcana +6, Nature +6
Senses passive Perception 12
Languages Common, Sylvan, and any one language
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

ACTIONS

Multiattack. The witch makes two Poison Dagger attacks. It can replace one of these attacks with Spellcasting.

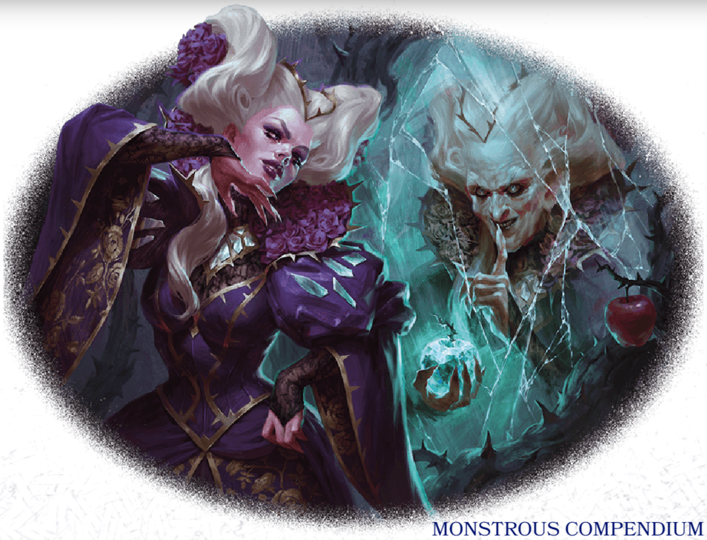
Poison Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 21 (6d6) poison damage.

Polymorph Concoction (1/Day). The witch hurls a bottle of liquid at a point up to 20 feet away from itself, which shatters into a cloud of magical smoke that fills a 10-foot-radius sphere. Each creature in that area must succeed on a DC 16 Wisdom saving throw or transform into a creature, as if under the effects of a *polymorph* spell, transforming into one of the following forms (roll a d4): 1, **bat**; 2, **frog**; 3, **lizard**; or 4, **rat**. This transformation lasts for 1 hour or until the creature drops to 0 hit points in its new form.

Shattered Shards. The witch targets a point it can see within 30 feet of itself. The air there magically solidifies into a mirrorlike pane, then shatters in a 15-foot cone originating from that point. Each creature in that area must make a DC 16 Dexterity saving throw, taking 25 (10d4) force damage on a failed save, or half as much damage on a successful one.

Spellcasting. The witch casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 16):

At will: *mage armor* (self only), *prestidigitation*
2/day each: *animal messenger*, *charm person*, *Tasha's hideous laughter*
1/day each: *bestow curse*, *dispel magic*



FAERIES

The faeries of Eldraine are winged, elfin creatures similar to sprites or pixies. Unpredictable, unreliable, and amoral, they lurk in the wilds and harass travelers they perceive as intruders.

OUPHES

Ouphes are curious creatures found throughout the wilds of Eldraine. While often seen as foolish, ouphes are magically connected to the natural world and know more about the secret lives of trees, mushrooms, and moss than most mortals. While ouphes are related to Eldraine's faeries, the faeries treat them like distant (and somewhat embarrassing) cousins. Ouphes can be represented with the stat blocks for **pixies** or **sprites**.

> *The throng of faeries flitted from castle to castle, leaving a trail of star-crossed love, damaging rumors, and missing heirlooms in their wake.*
>
> —Tales of the Fae

FAERIE BORROWER

Faerie borrowers are tiny thieves who steal whatever they can lay their hands on to cause confusion and consternation. A faerie borrower stands less than six inches tall, with blue or blue-gray skin and wings resembling shards of broken glass. Eric Deschamps

Faerie borrowers often adorn themselves with purloined trophies: stolen keys and needles filed into swords, and buttons and scraps of paper fashioned into clothing. Though they are often boastful and love to mock their victims, faerie borrowers are quick to dart away from losing battles on their nimble wings.

FAERIE BORROWER

Tiny Fey, Typically Chaotic Neutral

Armor Class 15
Hit Points 12 (5d4)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	10 (+0)	13 (+1)	12 (+1)	16 (+3)

Skills Sleight of Hand +7, Stealth +7
Senses passive Perception 11
Languages Common, Sylvan
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Flyby. The faerie doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Needle Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

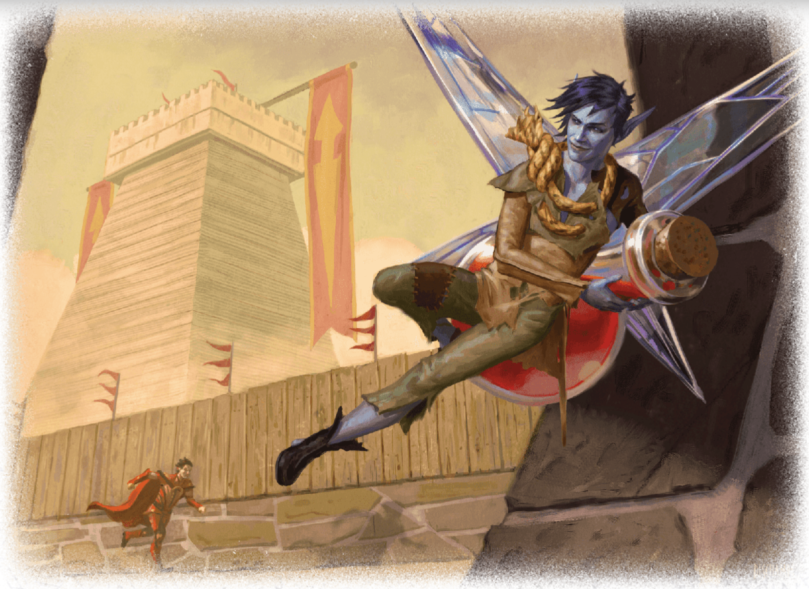
Magic Mockery. The faerie hurls magical taunts at one creature it can see within 60 feet of itself. The creature must succeed on a DC 13 Wisdom saving throw or take 3 (1d6) psychic damage and have disadvantage on attack rolls and ability checks until the start of the faerie's next turn.

Spellcasting. The faerie casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *prestidigitation*
1/day: *silent image*

REACTIONS

Tricksy Parry. Immediately after taking damage, the faerie reduces the damage taken by 2 (1d4).



Faerie Pathlighter

Faerie pathlighters pry into human lives, sometimes to help (like a classic fairy godparent) and sometimes to harm. In the wilds of Eldraine, faerie pathlighters often serve as protectors for the lost, the glow of their guiding lanterns leading weary travelers to respite.

A faerie pathlighter is about the size of a human and has an almost angelic appearance. Their large, white wings become more translucent toward the edges. Motes of magical light drift around their heads, and a faint white aura surrounds their bodies.

> *For good or ill, most fae can't resist meddling in the adventures of any knight they meet.*

Faerie Pathlighter

Medium Fey, Typically Chaotic Good

Armor Class 12
Hit Points 38 (7d8 + 7)
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	13 (+1)	17 (+3)	18 (+4)

Skills Insight +5, Perception +5, Survival +5
Senses passive Perception 15
Languages Common, Sylvan
Challenge 2 (450 XP) **Proficiency Bonus** +2

Faerie Illumination. The faerie sheds dim light in a 15-foot radius.

Actions

Multiattack. The faerie makes two Shining Strike attacks.

Shining Strike. *Melee or Ranged Spell Attack:* +6 to hit, reach 5 ft. or range 30 ft., one target. *Hit:* 7 (2d6) radiant damage, and if the target is a creature, it must succeed on a DC 14 Dexterity saving throw or be wreathed in light until the end of the faerie's next turn. While a creature is wreathed in light, attack rolls against the creature have advantage, and the creature can't benefit from the invisible condition.

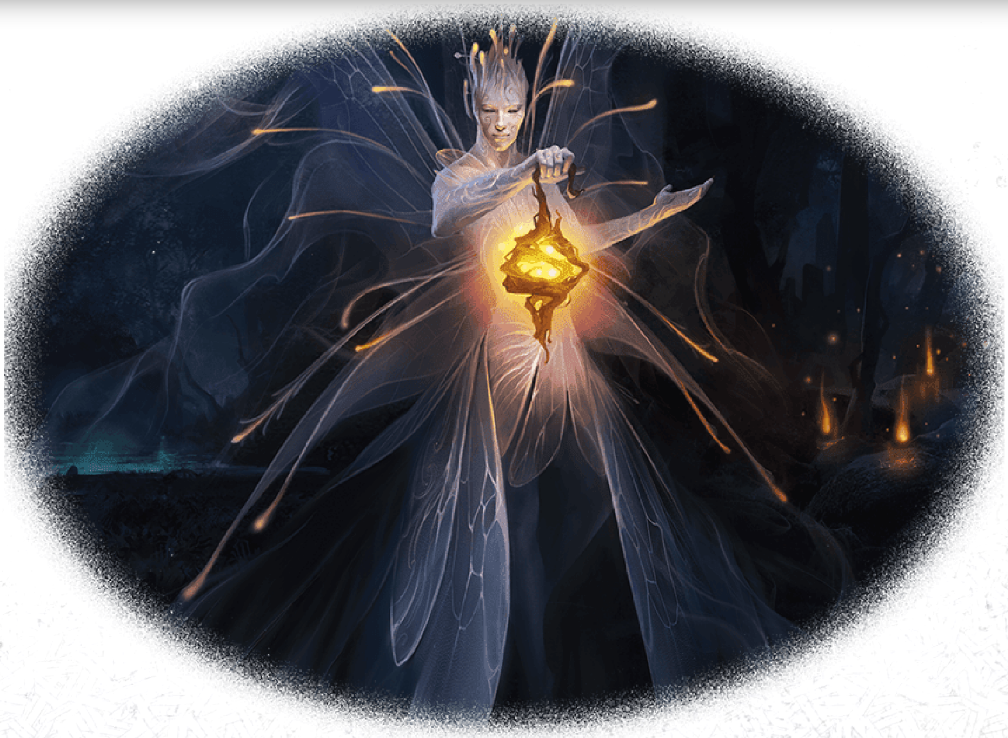
Spellcasting. The faerie casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability:

At will: *dancing lights*, *detect magic*, *prestidigitation*
1/day: *locate creature*

Bonus Actions

Guiding Light (2/Day). The faerie summons a 30-foot-radius sphere of magical light centered on itself, which lasts for 1 minute or until the faerie has the incapacitated condition. Each creature of the faerie's choice (other than the faerie) that starts its turn in that area gains 5 temporary hit points and has advantage on Wisdom saving throws and Wisdom checks until the start of its next turn.

The sphere is bright light, sheds dim light for an additional 30 feet, and moves with the faerie. If any of the sphere's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.



Faerie Pest

Faerie pests love to cause annoyance, fear, and pain. They are perhaps the most mercurial of the faeries and are happy to follow anyone who promises the opportunity to menace someone new. Jodie Muir

A faerie pest could be mistaken for a human toddler except for the black-feathered wings sprouting from the faerie's shoulders. When engaged in combat, faerie pests wield thought-manipulating magic alongside sharp blades coated in stinging poison.

> Tarry not in Tuinvale,
> Ignore the flowers' heady scents.
> Take no thing, stay to the trail,
> Lest the fae seek recompense.
>
> —To Walk the Wilds

Faerie Pest

Small Fey, Typically Chaotic Evil

Armor Class 14 (leather armor)
Hit Points 22 (5d6 + 5)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	14 (+2)

Skills Perception +3, Stealth +7
Senses darkvision 60 ft., passive Perception 13
Languages Common, Sylvan
Challenge 1 (200 XP) **Proficiency Bonus** +2

Actions

Stingblade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 5 (2d4) poison damage. If the faerie had advantage on the attack roll, the target takes an additional 3 (1d6) slashing damage.

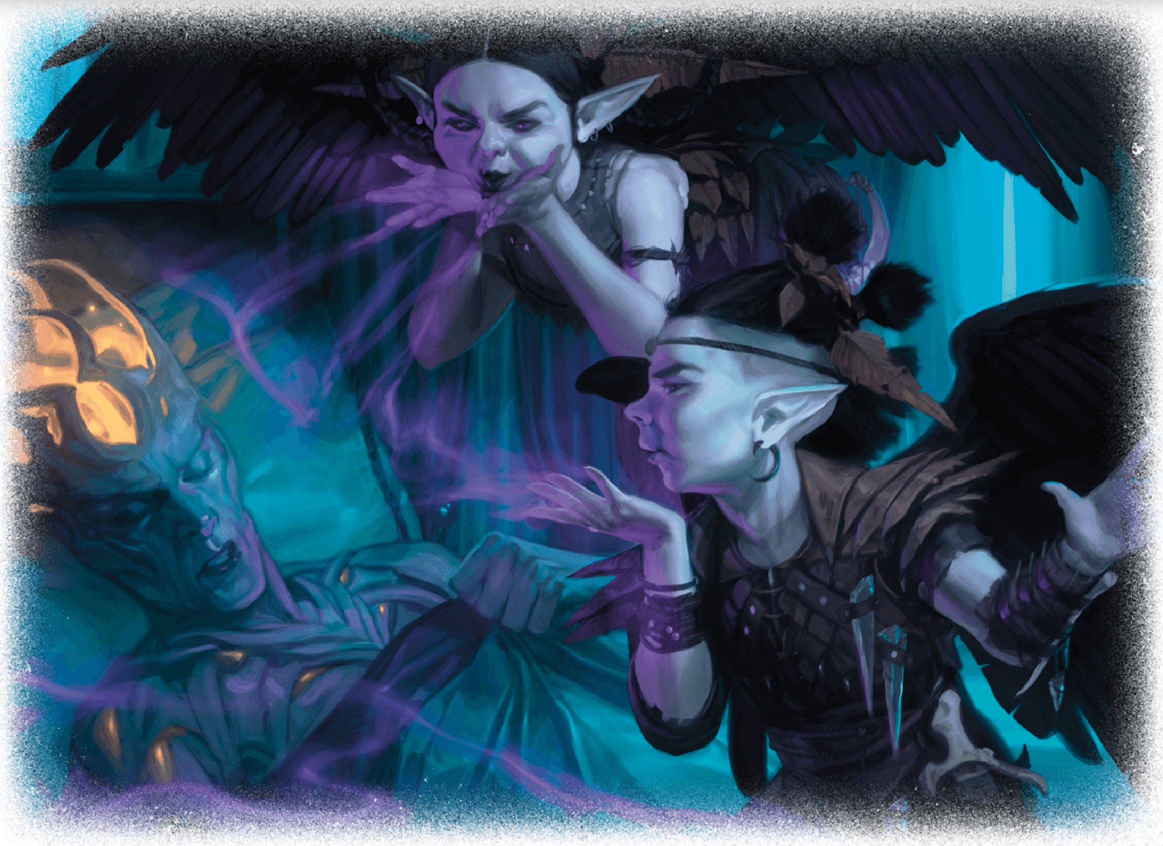
Spellcasting. The faerie casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 12):

2/day each: *bane*, *grease*
1/day: *blindness/deafness*

Theft of Nerves (1/Day). The faerie unleashes a burst of mind-muddling magic in a 15-foot cone. Each creature in that area must succeed on a DC 12 Intelligence saving throw or have the frightened condition for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Mischievous Stealth. The faerie takes the Hide action.



Gingerbrute

Gingerbread cookies baked in the wilds of Eldraine—or made from ingredients grown there—have a habit of developing a life of their own. Known as gingerbrutes, these cookie Constructs are notoriously difficult to pin down. Vincent Proce

When an unfortunate baker accidentally creates a gingerbrute, the cookie causes mayhem throughout the kitchen before running to the wilds where its ingredients originated. Many witches of Dunbarrow craft gingerbrutes intentionally, whipping them into shape (sometimes with actual whipped cream) as soldiers to defend their wicked cauldrons.

The same magic that animates a gingerbrute also makes it extra scrumptious. Those who have eaten a gingerbrute report feeling a burst of energy like a long-lasting sugar rush.

> *The unlabeled vial was not vanilla extract after all.*
>
> —Todwin Mallow, now-destitute baker

Gingerbrute

Tiny Construct, Typically Chaotic Neutral

Armor Class 14
Hit Points 18 (4d4 + 8)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	7 (-2)	10 (+0)	12 (+1)

Skills Acrobatics +6, Athletics +3
Damage Vulnerabilities bludgeoning
Condition Immunities exhaustion
Senses passive Perception 10
Languages one language of its creator
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Can't Catch Me. The gingerbrute has advantage on any ability checks or saving throws it makes to avoid or end the grappled or the restrained condition on itself.

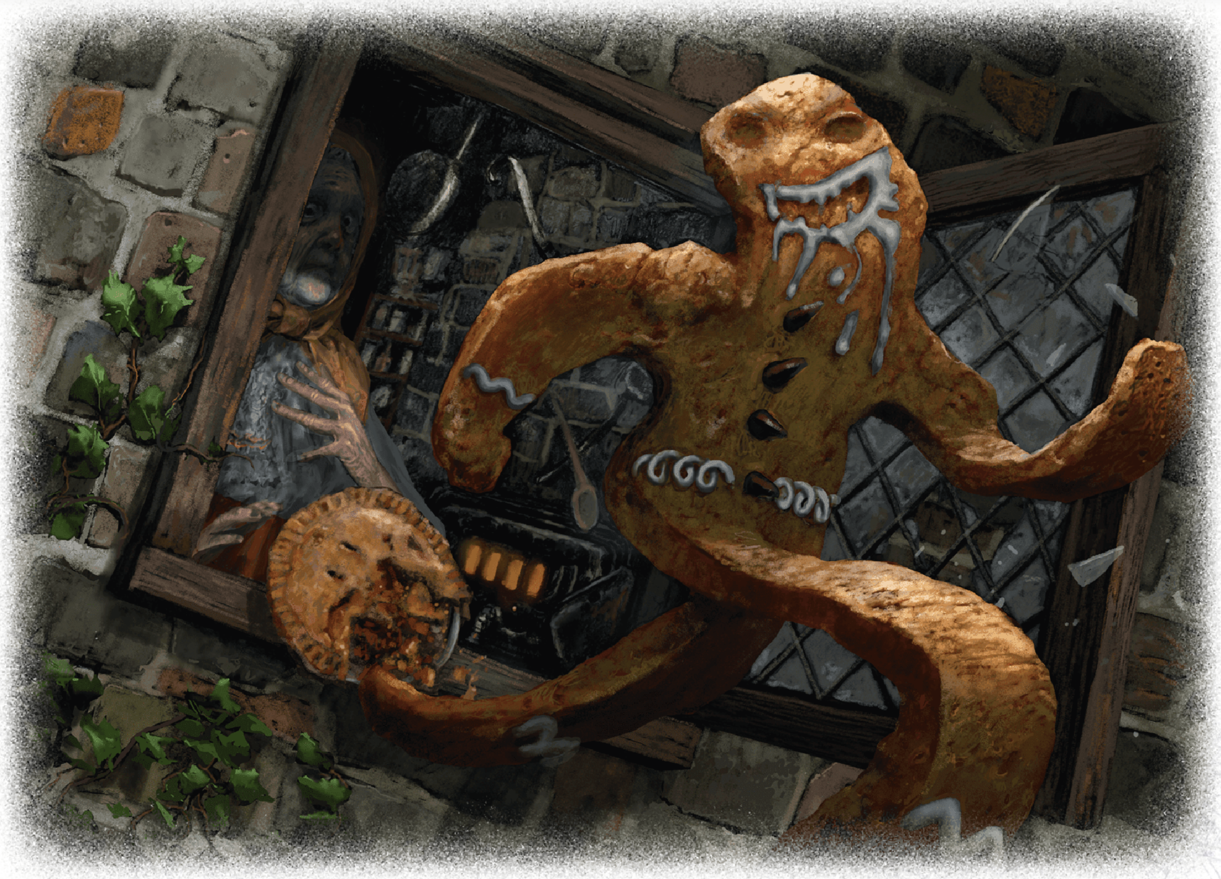
Sweet Victory. Once the gingerbrute is destroyed, a creature can use its action to eat all the remains and gain 5 temporary hit points. The remains crumble away after 24 hours if not eaten.

Actions

Multiattack. The gingerbrute makes two Fork attacks, two Gumdrop Slingshot attacks, or one of each.

Fork. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Gumdrop Slingshot. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.



GOOSE MOTHER

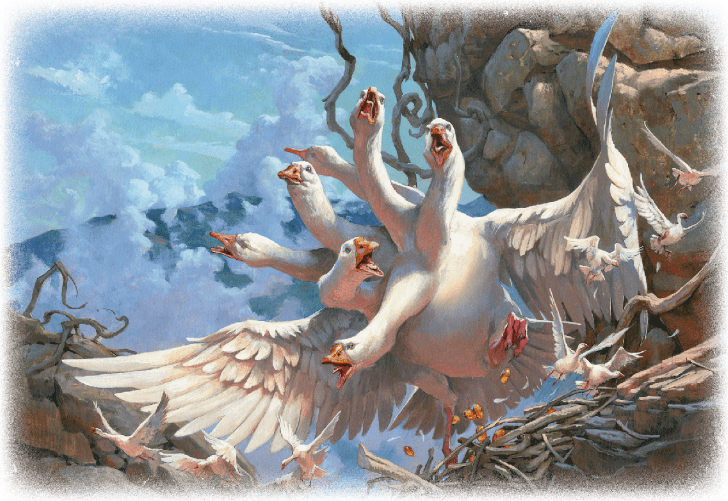
Astonishingly aggressive geese populate the marshes of Eldraine. Legends tell that these geese descend from a monstrous many-headed bird that dwells deep within the wilds. Though the knights of Eldraine consider its existence a myth, the folk of the wilds know that the Goose Mother is real. Jesper Ejsing

Centuries ago, an enterprising witch created a frothy stew composed of hydra's blood and goose feathers. It is from this noxious slurry that the Goose Mother was born. Within days, the Goose Mother grew to prodigious size, and the witch grew fearful. One night, while the Goose Mother slept, the witch took to its neck with a cleaver, but to her horror, two more heads sprouted in place of the first. Enraged, the Goose Mother devoured the witch and rampaged deep into the wilds where it lives to this day.

The Goose Mother lays one golden egg every hour, precisely on the hour. Sometimes these eggs hatch into clutches of young geese that grow up to terrorize the marshes of Eldraine. Other times, the eggs contain trinkets or valuables.

The fae folk of Eldraine's wilds have developed a symbiotic relationship with the Goose Mother, often bringing it fresh meat in exchange for the treasures inside its golden eggs.

If you have *Bigby Presents: Glory of the Giants*, you can use the Goose Egg Trinket table to determine the contents of one of the Goose Mother's eggs that isn't destined to hatch into a goose or a **giant goose** (also described in that book).



GOOSE MOTHER

Huge Fey, Unaligned

Armor Class 12
Hit Points 114 (12d12 + 36)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	17 (+3)	12 (+1)	18 (+4)	15 (+2)

Saving Throws Str +6, Int +4
Skills Insight +7, Investigation +4, Perception +10
Condition Immunities (Requires at Least Two Heads) blinded, charmed, deafened, frightened, stunned, unconscious
Senses darkvision 60 ft., passive Perception 20
Languages —
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Legendary Resistance (3/Day). If the Goose Mother fails a saving throw, it can choose to succeed instead.

Multiple Heads. The Goose Mother has five heads. Whenever the Goose Mother takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the Goose Mother dies.

At the end of its turn, the Goose Mother grows two heads for each of its heads that died since its last turn, unless it has taken poison damage since its last turn. The Goose Mother regains 10 hit points for each head when it regrows.

Reactive Heads. For each head the Goose Mother has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the Goose Mother sleeps, at least one of its heads is awake.

ACTIONS

Multiattack. The Goose Mother makes as many Beak attacks as it has heads and one Wing attack.

Beak. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Wing. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 15 Strength saving throw or have the prone condition.

Lullaby of Honks (Recharge 5–6; Requires at Least Two Heads). The Goose Mother's heads honk a discordant lullaby. Each creature of the Goose Mother's choice within 10 feet of it must make a DC 15 Constitution saving throw. On a failed save, a creature takes 7 (2d6) thunder damage and falls into a magical slumber. On a successful save, the target takes half as much damage only. The honks can be heard up to 300 feet away.

A creature under magical slumber has the unconscious condition for 8 hours. This effect ends early for a creature if it takes damage or another creature uses an action to shake it awake.

> *Though unable to tell outright lies, the high fae of Eldraine have many other means of deception at their disposal.*

HIGH FAE

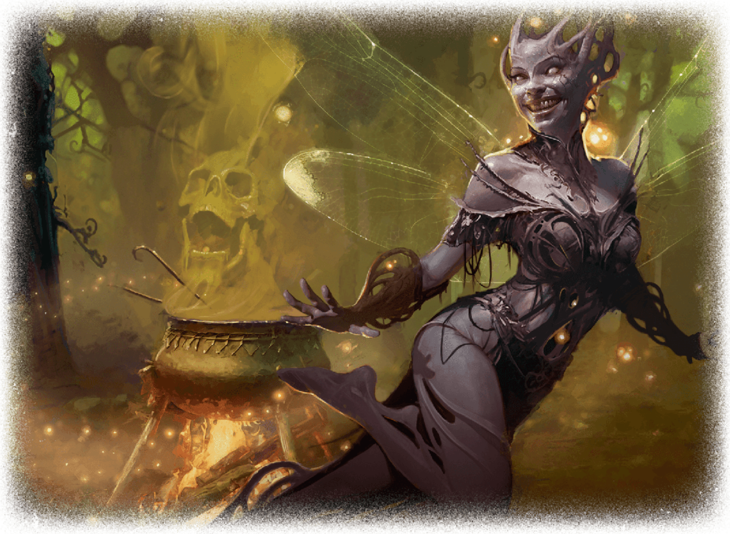
Ageless and inhuman, high fae are the oldest creatures in Eldraine, embodying the natural splendor and danger of the wilderness. High fae have no regard for mortal values of honor and law, but they nonetheless operate under inviolable rules of their own: gifts must always be repaid, promises must be honored, and outright lies must never be spoken (though misdirection and riddles are always welcome). To amuse themselves over the long centuries of their lives, high fae frequently engage in deceptions and other complex games of wits against one another.

Most high fae remain secluded deep within the wilds of Eldraine. They draw power from motes of light found throughout the wilds, and they use their innate illusory magic to power and embellish their various weapons.

The high fae are ruled by Talion, the Kindly Lord. Talion is as strange, ancient, and fickle as the wilds of Eldraine, and the Kindly Lord demands fealty and respect from followers. Despite having an austere demeanor, the Kindly Lord is also known for following mysterious whims, journeying to the farthest reaches of Eldraine out of an insatiable curiosity.

HIGH FAE IMPOSTOR

High fae impostors are sly and mischievous manipulators who delight in disguising themselves with magic to vex other creatures. Their reasons for deception vary, ranging from harmless pranks to malicious infiltration. When a high fae impostor takes on the identity of another creature, the impostor magically gains access to a small portion of that creature's mind—any information that the creature might share with a casual acquaintance. Though not comprehensive, this information helps high fae impostors impersonate their targets effectively.



HIGH FAE IMPOSTOR

Medium Fey, Any Alignment

Armor Class 15
Hit Points 149 (23d8 + 46)
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	21 (+5)	15 (+2)	18 (+4)	16 (+3)	23 (+6)

Saving Throws Dex +9, Wis +7
Skills Deception +14, Performance +10, Stealth +13
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 13
Languages Common, Sylvan
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Magic Resistance. The high fae has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The high fae makes two Fae Blade attacks and uses Vexing Prank once.

Fae Blade. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) force damage.

Vexing Prank. The high fae targets one creature it can see within 60 feet of itself with a magical trick. The target must make a DC 18 Wisdom saving throw. On a failed save, the target takes 21 (6d6) psychic damage and has the frightened condition until the start of the high fae's next turn. On a successful save, the target takes half as much damage only.

Spellcasting. The high fae casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *friends*, *minor illusion*
1/day each: *enthrall*, *Nystul's magic aura*

BONUS ACTIONS

Loot Likeness. The high fae magically transforms into a duplicate of a Small or Medium creature it can see. While transformed, the high fae retains its game statistics (other than its size) but gains access to enough general information about the imitated creature, such as background and personality, to reasonably pass itself off as the creature. This transformation ends if the high fae is reduced to 0 hit points, uses this bonus action again, or uses a bonus action to revert to its true form.

High Fae Kindguard

High fae kindguards have spent centuries perfecting their martial prowess, moving with a speed and grace others can only imagine. Their tall stature, large wings, elaborate horns, and massive weapons give them a truly intimidating silhouette.

The most trusted high fae kindguards are in direct service to Talion, the Kindly Lord. Nine times nine have these high
\columnbreak
fae sworn a binding oath to protect the Kindly Lord, each time pricking their hand on a hawthorn branch to seal the promise.

> *The Kindly Lord does not issue invitations to their court lightly. I suggest you accept.*
>
> —Gwyddion, messenger of Talion

High Fae Kindguard

Medium Fey, Any Alignment

Armor Class 17 (natural armor)
Hit Points 156 (24d8 + 48)
Speed 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	23 (+6)	15 (+2)	14 (+2)	17 (+3)	13 (+1)

Saving Throws Str +10, Dex +10
Skills Acrobatics +10, Athletics +10, Perception +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 17
Languages Common, Sylvan
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Evasion. If the high fae is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw and only half damage if it fails, provided it doesn't have the incapacitated condition.

Magic Resistance. The high fae has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The high fae makes two Fae Claymore attacks and uses Tripping Feint.

Fae Claymore. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) force damage, and the target's speed is reduced by 10 feet, to a minimum speed of 5 feet. The reduction lasts until the start of the high fae's next turn.

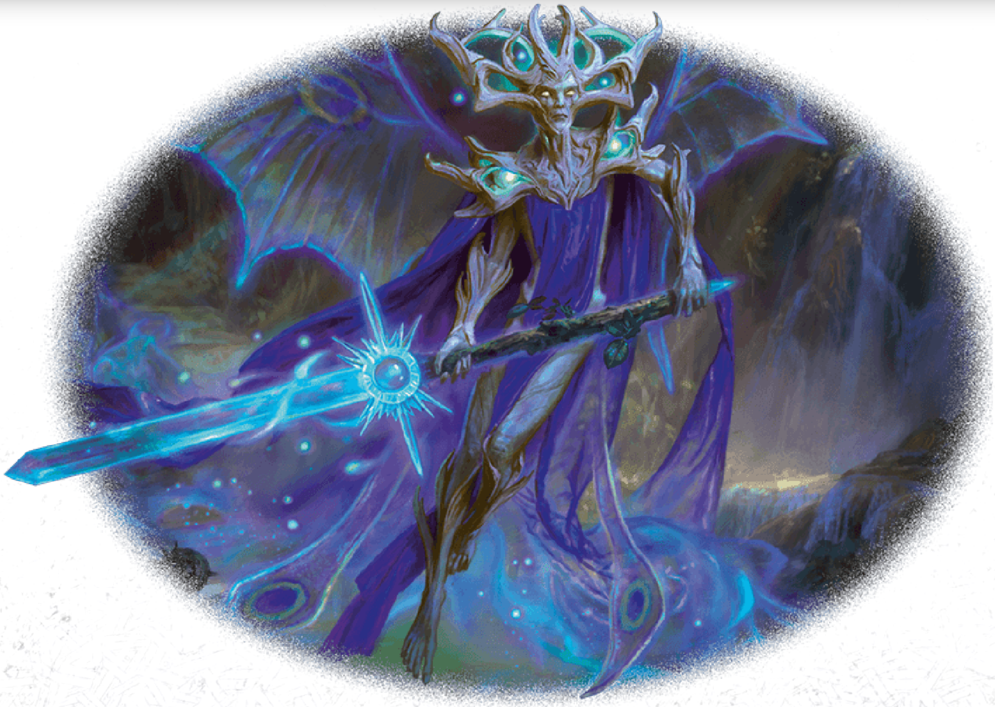
Tripping Feint. The high fae targets one Large or smaller creature it can see within 10 feet of itself. The target must succeed on a DC 18 Dexterity saving throw or have the prone condition.

Bonus Actions

Darting Flight. The high fae moves up to its speed. This movement doesn't provoke opportunity attacks.

Reactions

Parry and Riposte. The high fae adds 4 to its AC against one melee attack roll that would hit it, provided it can see the attacker. After the attack hits or misses, the high fae then makes one Fae Claymore attack against the attacker.



HIGH FAE MAGE

High fae mages are some of the mightiest magic users among the faeries of Eldraine. These skilled spellcasters have mastered the arcane art of dealmaking among the fae, magically negotiating themselves advantages in battle.

Like many high fae, these mages draw power from the latent energy found throughout the wilds of Eldraine. However, high fae mages also form strong bonds with the elemental powers of Eldraine, allowing the mages to call on forces like the eastern wind or the fiery hearth.

> *High fae are capable of magic that would make even the great Gadwick himself seem little more than a clumsy apprentice.*
>
> —Chulane, Teller of Tales

HIGH FAE MAGE

Medium Fey (Sorcerer), Any Alignment

Armor Class 14 (17 with *mage armor*)
Hit Points 148 (27d8 + 27)
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	12 (+1)	17 (+3)	15 (+2)	24 (+7)

Saving Throws Int +7, Wis +6, Cha +11
Skills Arcana +11, Investigation +7, Nature +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 12
Languages Common, Sylvan
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Magic Resistance. The high fae has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The high fae makes two Elemental Strike attacks.

Elemental Strike. *Melee or Ranged Spell Attack:* +11 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 18 (2d10 + 7) acid, cold, fire, force, lightning, or thunder damage (the high fae's choice).

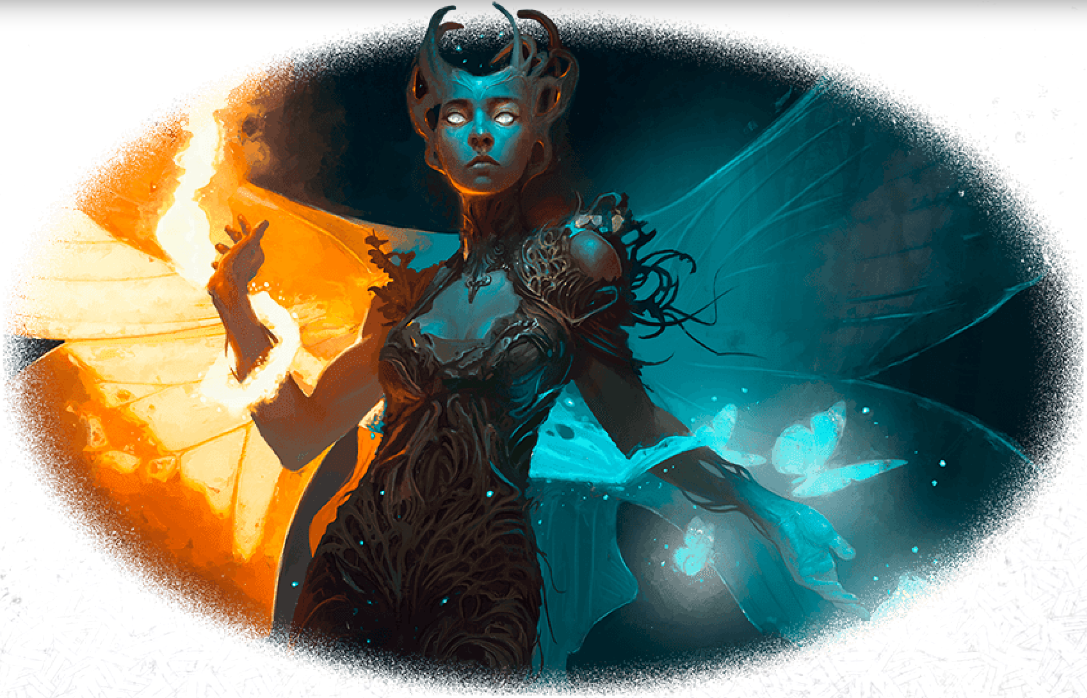
Negotiate Life (Recharge 5–6). The high fae enacts a magical bargain, siphoning energy from its opponents to heal its wounds. The high fae targets up to three creatures it can see within 60 feet of itself. Each target must make a DC 19 Constitution saving throw, taking 26 (4d12) necrotic damage on a failed save, or half as much damage on a successful one. The high fae then regains 30 hit points.

Spellcasting. The high fae casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 19):

At will: *dancing lights*, *detect magic*, *druidcraft*, *mage armor* (self only)
2/day each: *faerie fire*, *gust of wind*, *mirror image*

REACTIONS

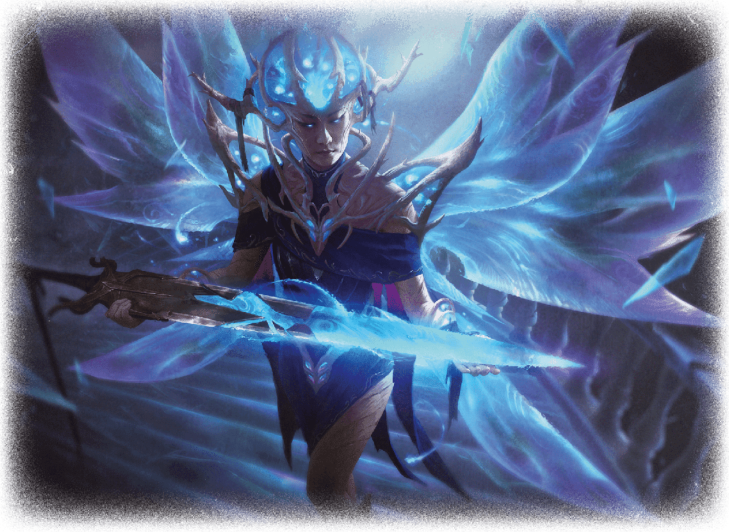
Fae Counterspell. The high fae interrupts a creature it can see that is casting a spell with verbal, somatic, or material components. The caster takes 10 (3d6) psychic damage and must make a DC 19 Charisma saving throw. On a failed save, the spell fails and has no effect, but the spell slot used to cast it is not expended.



HIGH FAE NOBLE

High fae nobles regard themselves as the natural and obvious superiors of all in Eldraine. Many have been given dominion over a small aspect of the natural world; there are dukes and duchesses for each of the seasons, and noble archivists track every promise made and broken within the borders of Eldraine.

High fae nobles use their illusions and innate magic to impress their peers and express their capricious natures. Many adorn themselves with auras of magic that dazzle others, while uttering mocking phrases that magically stun and ridicule their opponents. High fae nobles will spend countless years in mind-bendingly complicated games of political calculus, their alliances ever-shifting as they jockey for favors and status in the Kindly Lord's court.



HIGH FAE NOBLE

Medium Fey Any Alignment

Armor Class 17
Hit Points 175 (27d8 + 54)
Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	25 (+7)	15 (+2)	19 (+4)	18 (+4)	22 (+6)

Saving Throws Dex +12, Int +9, Wis +9, Cha +11
Skills History +9, Insight +14, Perception +9
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 60 ft., passive Perception 19
Languages Common, Sylvan, telepathy 120 ft.
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Aura of Overwhelming Splendor. The high fae radiates dazzling and mollifying magic. Each creature of the high fae's choice that starts its turn within 5 feet of the high fae must succeed on a DC 19 Wisdom saving throw or have the charmed condition until the start of its next turn. While charmed, the creature also has the incapacitated condition.

Legendary Resistance (3/Day). If the high fae fails a saving throw, it can choose to succeed instead.

Magic Resistance. The high fae has advantage on saving throws against spells and other magical effects.

ACTION

Multiattack. The high fae makes two Fae Blade attacks. It can replace one of these attacks with Stunning Soliloquy if available.

Fae Blade. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) force damage.

Stunning Soliloquy (Recharge 5–6). The high fae unleashes a string of magical words. Each creature of the high fae's choice within 30 feet of itself must succeed on a DC 19 Wisdom saving throw or have the stunned condition for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting. The high fae casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 19):

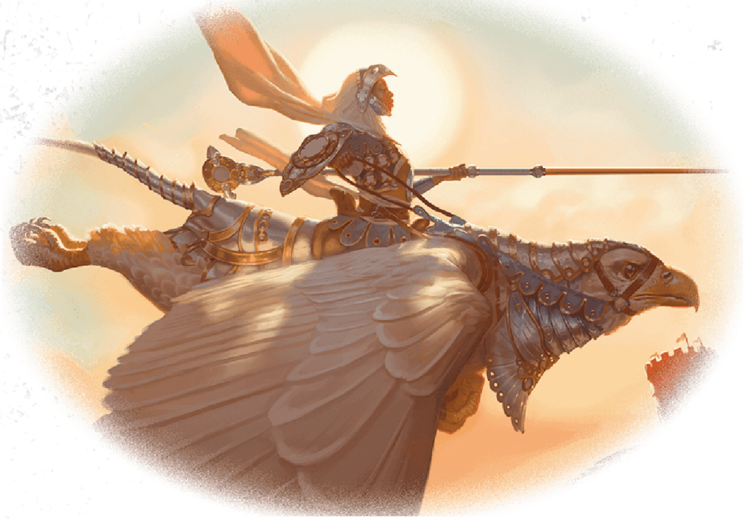
At will: *detect magic*, *prestidigitation*, *suggestion*
1/day each: *major image*, *zone of truth*

REACTIONS

The high fae can take up to three reactions per round but only one per turn.

Capricious Step. Immediately after taking damage, the high fae magically has the invisible condition and teleports, along with any equipment it is wearing or carrying, to an unoccupied space it can see within 30 feet of itself. The invisibility lasts until the end of the high fae's next turn.

Ridicule. When a creature misses the high fae with an attack roll, the high fae magically mocks the creature, dealing 5 (2d4) psychic damage to the attacker.



KNIGHT OF ELDRAINE

Medium Humanoid (Human), Any Alignment

Armor Class 20 (plate, shield)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	13 (+1)	11 (+0)	13 (+1)

Saving Throws Con +4, Wis +2
Senses passive Perception 10
Languages Common
Challenge 3 (700 XP) **Proficiency Bonus** +2

Knightly Virtue. The knight has one of the following traits, depending on the court it serves:

Courage (Embereth). The knight has advantage on Wisdom checks and Wisdom saving throws.
Knowledge (Vantress). The knight has advantage on Intelligence checks and Intelligence saving throws.
Loyalty (Ardenvale). The knight has advantage on Charisma checks and Charisma saving throws.
Persistence (Locthwain). The knight has advantage on Constitution saving throws.
Strength (Garenbrig). The knight has advantage on Strength checks and Strength saving throws.

ACTIONS

Lance. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage plus 9 (2d8) radiant damage.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, plus 9 (2d8) radiant damage.

Heavy Crossbow. *Ranged Weapon Attack*: +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage plus 9 (2d8) radiant damage.

KNIGHT OF ELDRAINE

The realm of Eldraine once consisted of five knightly courts: Ardenvale, Embereth, Garenbrig, Locthwain, and Vantress. In ancient times, the courts were established around five relics of tremendous magical power and unknown origin. Each relic is a magical embodiment of one of the five virtues the knights of the realm hold as standards of excellence.

The recent invasion of nightmarish creatures called Phyrexians devastated the courts, with much of the surviving populace fleeing into the wilds. A young prince, Will Kenrith, does his best to reunite the shattered realm, but a return to its former glory seems far off.

Even in the shattered remnants of the realm, knighthood is among the highest honors one can receive. Knights of the realm, who are all addressed with the honorific "Syr," are revered as champions, heroes, and paragons of virtue. They have many responsibilities, from protecting townsfolk to embarking on adventures in the wilds. Knights are often equipped with fine armor and weapons, and they ride noble steeds of various species—including **griffons** in Ardenvale, **giant owls** in Vantress, and giant ravens (use the **giant vulture** stat block) in Locthwain. Some knights also wield powerful magic drawn from the relics of their respective courts.

In the wake of the Phyrexian invasion, whole orders of knights have journeyed deep into the wilds, searching for a magical remedy to restore the kingdom to its former glory, or seeking to help travelers and remote communities beset by troubles.

Achieving knighthood in one of the courts requires a quest that proves one's excellence in that court's virtue. In some courts, the final step to becoming a knight involves being judged by that court's relic. Each court believes the virtue associated with its own relic is paramount, though not in lieu of the others. A knight of Embereth admires courage above all else but still looks down on the disloyal or ignorant, even though loyalty and knowledge are virtues championed by other courts.

Knights of Eldraine channel their devotion to the virtues of the realm into magical power that infuses their attacks. Most knights deal extra radiant damage with these attacks, but some knights might deal damage of a different type, such as fire (for knights of Embereth) or necrotic (for knights of Locthwain).

THE VERDANT ORDER

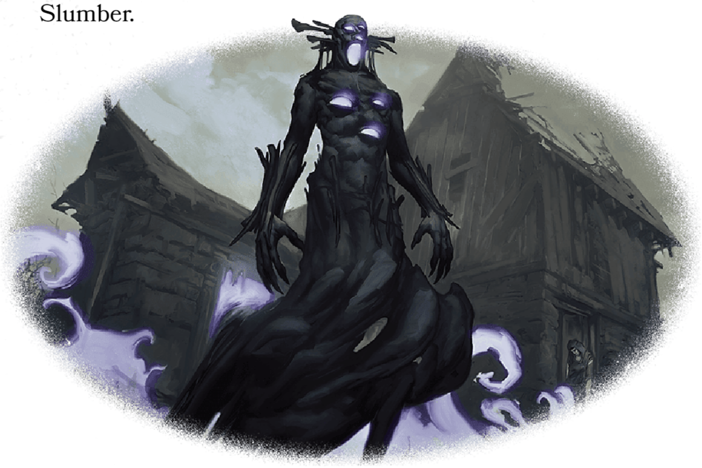
In the wake of the Phyrexian invasion, knights from all five courts of Eldraine have joined to form a new organization, the Verdant Order. These knights renounced their oaths in favor of a new one, swearing to protect the last part of their world untouched by war: the wildest parts of Eldraine. To that end, they patrol the forests along the Boundary Lands, turning back loggers and hunters—by force if necessary.

Though they've renounced their former oaths, the knights of the Verdant Order retain their focus on the five virtues of the courts, so their Knightly Virtue trait remains unchanged.

NIGHTMARE HAUNT

Nightmare haunts are terrors from the minds of Eldraine's sleeping citizens, made tangible by the planeswalker Ashiok. These creatures can hurt the body and also attack the minds of dreamers afflicted by the Wicked Slumber.

Nightmare haunts appear as horrifying shadow creatures with forms evocative of their victims' deepest fears. Due to the collective trauma experienced by the people of Eldraine during the Phyrexian invasion, many nightmare haunts take the shape of those terrifying invaders, having multiple limbs and inhuman visages. Smoky purplish energy wafts from their forms, suggesting their connection to the Wicked Slumber.



THE WICKED SLUMBER

During the Phyrexian invasion of Eldraine, the high fae monarch Talion, the Kindly Lord, and a trio of witch sisters performed a grand ritual to create a sleeping curse. Even with the Phyrexians defeated, the curse remains and spreads unchecked through Eldraine due to interference from the planeswalker Ashiok and Eriette, one of the witches who helped create the curse. The Wicked Slumber affects rich and poor alike, causing them to fall into an endless sleep or roam as sleepwalkers. Animals are also affected, and even tree boughs droop as if exhausted in areas where the Wicked Slumber is prominent. Purple tendrils of wispy nightmares spread like vines across those areas and surround the bodies of those who sleep.

Heroes throughout Eldraine have ventured out to find a cure for the Wicked Slumber, but no one has yet discovered how to break the enchantment. It has even affected one of the Kindly Lord's daughters, the famed duelist Obyra. Meanwhile, Eriette and Ashiok conspire to build a nightmare realm in the ruins of Castle Ardenvale at the heart of the Wicked Slumber, replacing the virtuous court with one composed of sleepwalkers and dreamers guarded by nightmare haunts.

NIGHTMARE HAUNT

Medium Aberration, Typically Neutral Evil

Armor Class 13
Hit Points 44 (8d8 + 8)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	13 (+1)	9 (-1)	12 (+1)	17 (+3)

Damage Immunities psychic
Condition Immunities blinded, charmed, exhaustion, frightened
Senses blindsight 120 ft. (can't see beyond this radius), passive Perception 11
Languages Deep Speech, telepathy 120 ft.
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Magic Resistance. The nightmare haunt has advantage on saving throws against spells and other magical effects.

Somnophage. At the start of its turn, the nightmare haunt gains a number of temporary hit points equal to 5 times the number of unconscious creatures within 30 feet of itself.

ACTIONS

Multiattack. The nightmare haunt makes two Claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 9 (2d8) psychic damage.

Tendrils of Slumber (Recharge 5–6). The nightmare haunt creates spectral tendrils that cover the ground in a 20-foot square that it can see within 30 feet of itself for 1 minute or until it uses this action again. When a creature other than the nightmare haunt enters the affected area for the first time or starts its turn there, the creature must succeed on a DC 14 Strength saving throw or take 11 (2d10) necrotic damage and have the restrained condition. The affected ground is also considered difficult terrain for creatures other than the nightmare haunt for the duration of its effect.

A creature that starts its turn in the area and is already restrained by the tendrils must repeat the saving throw. On a failed save, it has the unconscious condition and instead of the restrained condition caused by the tendrils. On a successful save, the effect ends on the creature. An unconscious creature remains asleep until it is no longer in the area with tendrils, takes any damage, or is targeted by a *remove curse* spell or similar magic.

BONUS ACTIONS

Shadow Stealth. While in dim light or darkness, the nightmare haunt takes the Hide action.

OGRE CHITTERLORD

When ogres first moved into the wilds of Eldraine, they encountered all manner of unfamiliar creatures: spellcasting witches, tricksy faeries, and talking beasts. Over generations, these ogres adapted to their new environs, passing down a spellcasting tradition of their own to help their kin wreak havoc in the wilds and beyond.

An ogre chitterlord exercises control over the rats that infest Dunbarrow and countless other regions in the wilds of Eldraine. When ogres venture from the wilds to raid nearby settlements, an ogre chitterlord often leads the way, calling rats from the alleys and sewers to harry townsfolk from within the city while the ogres lay siege to the outer walls. Should their rodent allies fail them, chitterlords can also turn the tide of any battle with their prodigious strength and druidic magic.

OGRE CHITTERLORD

Large Giant (Druid), Any Alignment

Armor Class 12 (hide armor)
Hit Points 52 (7d10 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	15 (+2)	5 (-3)	12 (+1)	9 (-1)

Saving Throws Wis +3
Skills Animal Handling +3, Nature +1
Senses darkvision 60 ft., passive Perception 11
Languages Common, Giant
Challenge 3 (700 XP) **Proficiency Bonus** +2

Speak with Rats. The ogre can verbally communicate simple concepts to ordinary rats and giant rats.

ACTIONS

Multiattack. The ogre makes two Club attacks, two Rat-Tail Whip attacks, or one of each.

Club. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

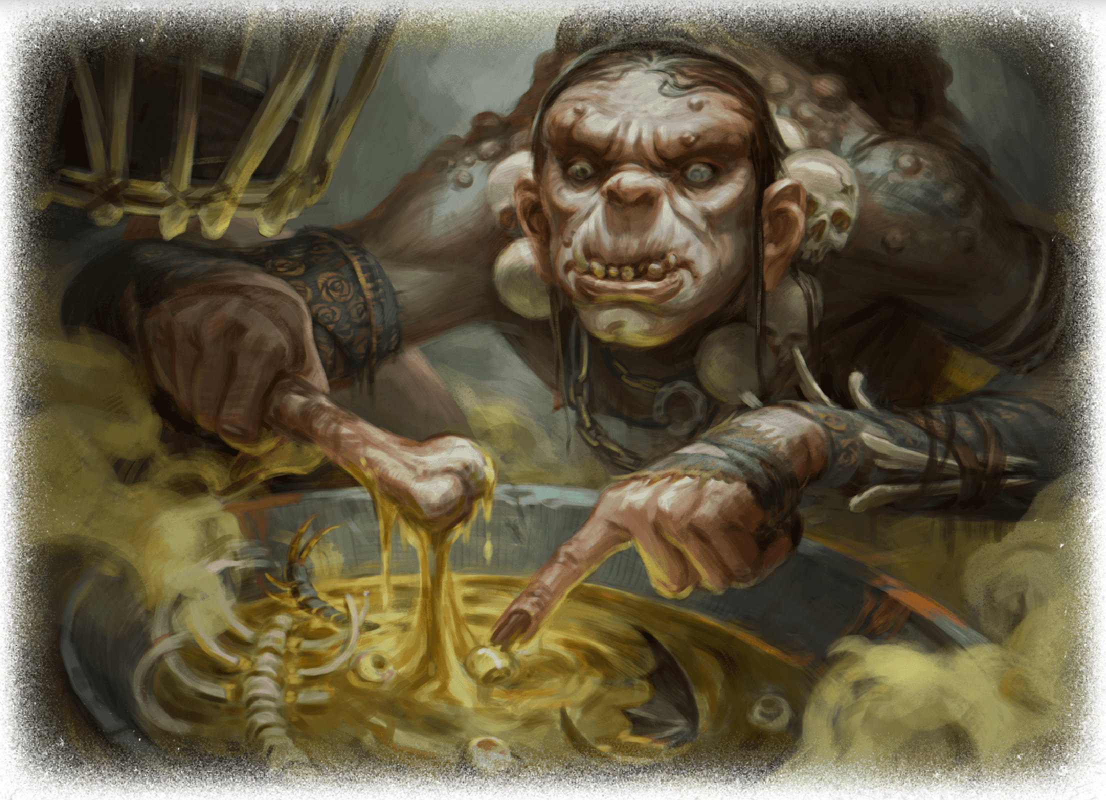
Rat-Tail Whip. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, and if the target is Large or smaller, it is pulled 5 feet toward the ogre.

Spellcasting. The ogre casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 11):

At will: *beast sense* (rats only), *druidcraft*, *entangle*
1/day each: *animal messenger* (rats only), *stinking cloud*

BONUS ACTIONS

Call Rats (1/Day). The ogre magically calls 1d4 **giant rats**. Each rat appears in an unoccupied space within 30 feet of the ogre that the ogre can see. The rats act as the ogre's allies, obey its spoken commands, and take their turns immediately after the ogre's turn on the same initiative count. The rats remain for 1 hour, until the ogre dies, or until the ogre dismisses them as a bonus action.



REDTOOTH WEREFOX

By day, the elves of Redtooth Keep are agile and adept rangers, expertly patrolling the lands around one of the last elven citadels in Eldraine. But at night, terrifying howls echo from the keep's halls as its inhabitants transform into ruthless werefoxes.

Unlike other forms of lycanthropy, the werefox curse isn't contagious and is limited to the elves of Redtooth Keep. Legends say that long ago, the garrison at Redtooth Keep turned away a group of travelers seeking shelter. Before departing, one of the travelers was revealed to be a powerful witch and cursed the elves, declaring that their bodies would forever transform to match their hearts' selfish and bestial natures.

> *My people are both bloom and thorn. Our ferocious impulses are as much a part of us as our skills, our beauty, and our history.*
>
> —Yenna, Redtooth regent

REDTOOTH WEREFOX

Medium Monstrosity (Elf), Any Alignment

Armor Class 13
Hit Points 60 (11d8 + 11)
Speed Speed 30 ft. in elf form; 40 ft. in fox and hybrid form

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	12 (+1)	11 (+0)	13 (+1)	10 (+0)

Skills Acrobatics +5, Perception +5, Survival +3
Senses darkvision 60 ft., passive Perception 15
Languages Common, Elvish (can't speak in fox form)
Challenge 3 (700 XP) **Proficiency Bonus** +2

ACTIONS

Multiattack. The werefox makes two Bite attacks, two Lance attacks, or one Bite attack and one Lance attack.

Bite (Fox or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. If the werefox moved at least 20 feet straight toward the target immediately before the hit and the target is a Medium or smaller creature, the target must succeed on a DC 13 Strength saving throw or have the prone condition.

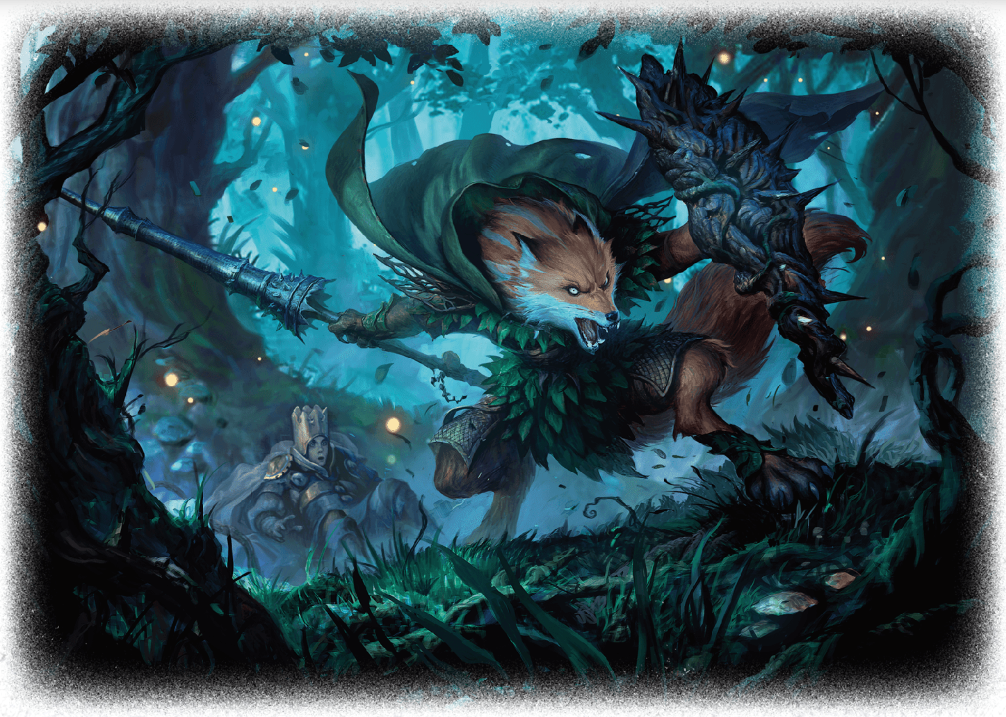
Lance (Elf or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

Entangling Arrow (Elf or Hybrid Form Only). *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the target must succeed on a DC 11 Dexterity saving throw or have the restrained condition until the start of the werefox's next turn.

BONUS ACTIONS

Change Shape. The werefox polymorphs into a fox-elf hybrid, into a fox, or back into its elf form. Its game statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its elf form if it dies.

Vulpine Nimbleness (Fox or Hybrid Form Only). The werefox takes the Dash or Disengage action.



'The human world will fall,' whispered the monstrous rat. 'You have but one choice to make: Will you fall with it?'
—Song of the Vermin

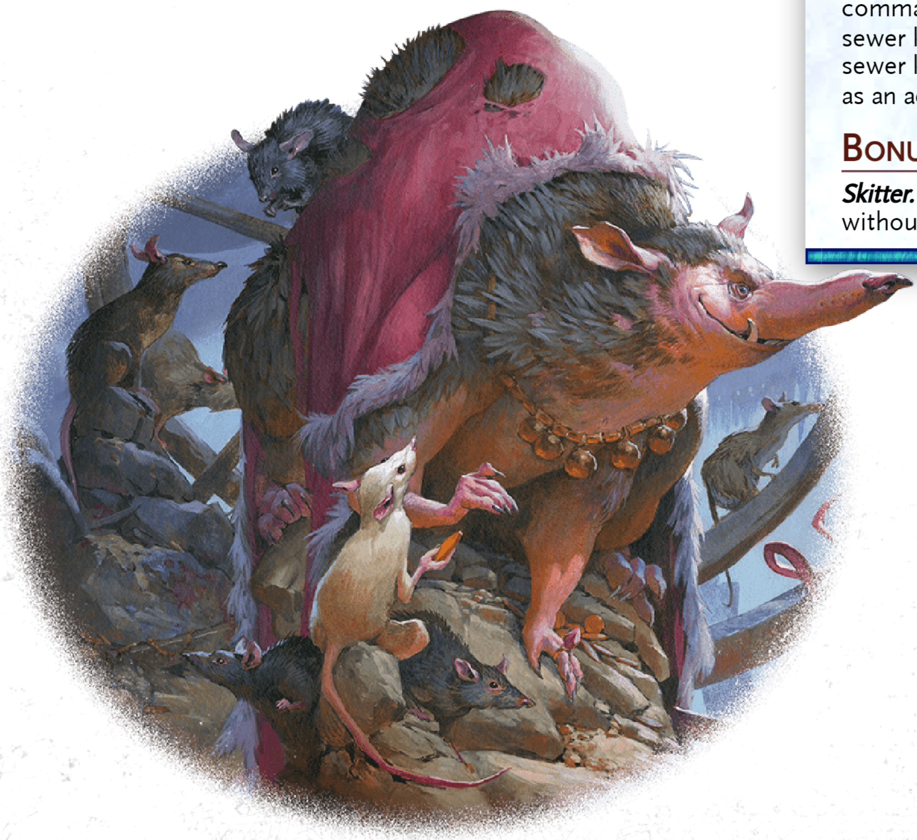
SEWER KING

Sewer kings are hulking, monstrous rats empowered by fiendish blood. This unholy influence gives sewer kings their enormous size, supernatural strength, wicked cunning, and ability to speak.

Deep in the bowels of towns and cities, sewer kings reign over underground vermin, dreaming of the day when rats will overthrow surface dwellers. Rancid saliva drips from a sewer king's maw, and swarms of vermin skitter at the monstrous rat's beck and call.

LORD SKITTER OF EDGEWALL

Lord Skitter is a sewer king who lives deep in the ancient dwarven ruins beneath the town of Edgewall, situated in the lands between the realm and the wilds of Eldraine. Deep within these ruins, a human minstrel named Totentanz encountered Lord Skitter and struck a vile bargain. Lord Skitter promised the piper wicked and wondrous powers in exchange for Totentanz luring the townsfolk of Edgewall into the sewer king's subterranean domain to become food for his rat minions.



SEWER KING

Medium Fiend, Typically Lawful Evil

Armor Class 13 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	8 (-1)	12 (+1)	11 (+0)

Skills Perception +5, Stealth +3
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 15
Languages Infernal, telepathy 30 ft.
Challenge 2 (450 XP) **Proficiency Bonus** +2

Beast Speech. The sewer king can comprehend and verbally communicate with any Beast.

ACTIONS

Rancid Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) acid damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or have the poisoned condition until the start of the sewer king's next turn.

Summon Swarm (1/Day). The sewer king chitters and summons a **swarm of rats** to its aid. The swarm appears in an unoccupied space within 30 feet of the sewer king that the sewer king can see. It acts as the sewer king's ally, obeys the sewer king's commands, and takes its turn immediately after the sewer king's. The swarm remains until it dies, the sewer king dies, or until the sewer king dismisses it as an action.

BONUS ACTIONS

Skitter. The sewer king moves up to its speed without provoking opportunity attacks.

SNAPPING HYDRA

A rare variety of hydra native to the wilds of Eldraine, snapping hydras resemble giant, many-headed turtles. Snapping hydras dwell at the bottom of the wild's largest lakes or along shorelines where the wilds meet the ocean. These creatures are aptly named; their bites are known to snap giants' arms cleanly in half. Nicholas Gregory

Snapping hydras have naturally long life spans and strong instincts of self-preservation. When a snapping hydra feels a battle's odds tipping out of its favor, the hydra lets out a raspy screech and retracts into its shell. In the wilds of Eldraine, it's never long before a hungry or curious creature arrives to investigate, leaping into battle with the hydra's foes while the hydra makes an opportune exit.

SNAPPING HYDRA

Huge Monstrosity, Unaligned

Armor Class 20 (natural armor)
Hit Points 149 (13d12 + 65)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	5 (-3)	21 (+5)	2 (-4)	16 (+3)	7 (-2)

Skills Perception +11
Condition Immunities (Requires at Least Two Heads) blinded, charmed, deafened, frightened, stunned, unconscious
Senses darkvision 60 ft., passive Perception 21
Languages —
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Amphibious. The hydra can breathe air and water.

Multiple Heads. The hydra has five heads. Whenever the hydra takes 30 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, the hydra grows two heads for each of its heads that died since its last turn, unless it has taken cold damage since its last turn. The hydra regains 10 hit points for each head regrown this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

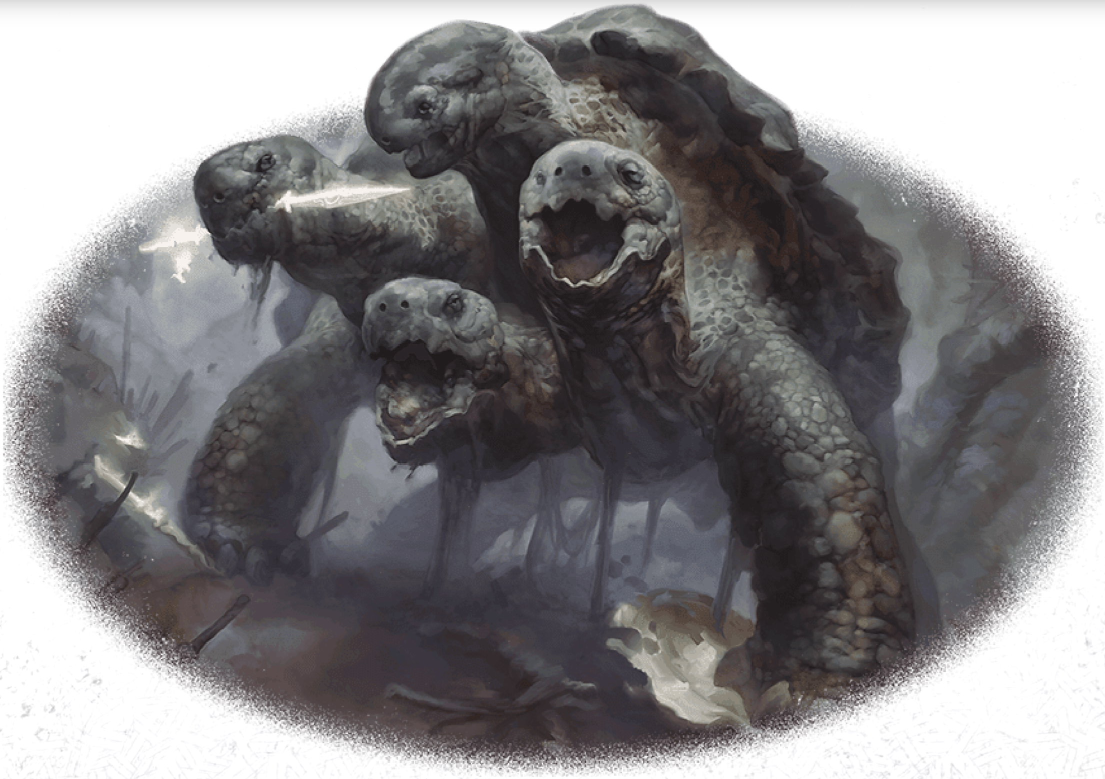
wakeful. While the hydra sleeps, at least one of its heads is awake.

ACTIONS

Multiattack. The hydra makes as many Bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Shell Defense. The hydra withdraws its limbs and heads into its shell. Until it emerges as a bonus action, it gains a +4 bonus to AC and has advantage on Strength and Constitution saving throws. While in its shell, the hydra has the prone condition, its speed is 0 and can't increase, its heads can't die, it has disadvantage on Dexterity saving throws, and it can't take any other actions or reactions.



SPECTER OF NIGHT

Like dark mirrors of Eldraine's archons (see "**Archon of Boundaries**"), specters appear as shrouded figures mounted on horrific flying beasts. It is easy to look at a specter and imagine the rider in command of the mount, but the truth is the opposite; the flying horror is an Undead monster that scours the wilds for a knightly corpse. On finding one, the horror binds its essence to the dead body, giving the corpse the semblance of life as a rider. The two function as a single creature, more powerful for their unnatural union.

Humans of Eldraine view specters as heralds of death. Specters are said to utter a keening wail, mournful beyond all other sounds and audible only to those who are about to die.

SPECTER OF NIGHT

Huge Undead, Typically Neutral Evil

Armor Class 15 (natural armor)
Hit Points 142 (15d12 + 45)
Speed 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	17 (+3)	12 (+1)	13 (+1)	12 (+1)

Saving Throws Dex +8, Wis +5
Skills Perception +5
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 15
Languages understands Common but can't speak
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Legendary Resistance (3/Day). If the specter fails a saving throw, it can choose to succeed instead.

Magic Resistance. The specter has advantage on saving throws against spells and other magical effects.

ACTIONS

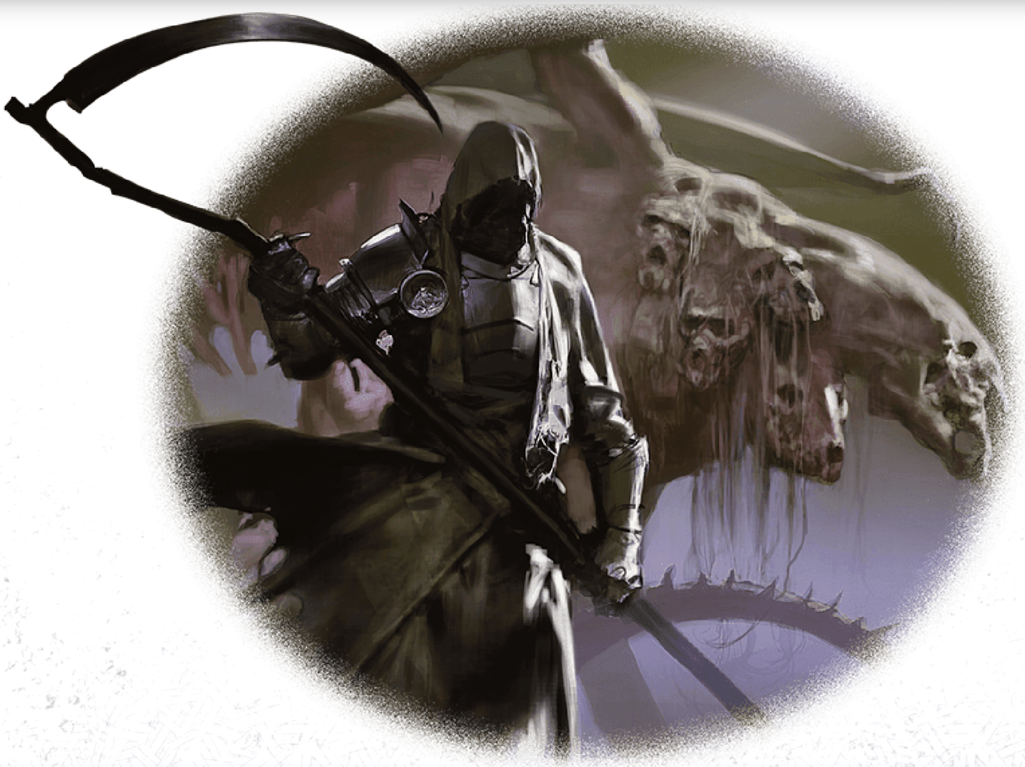
Multiattack. The specter uses Mournful Keening if available, then makes one Hooves attack and one Reaping Scythe attack.

Hooves. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage plus 28 (8d6) necrotic damage. If the target is a Medium or smaller creature, it must succeed on a DC 18 Strength saving throw or have the prone condition.

Mournful Keening (Recharge 6). The specter utters a keening wail, calling to those close to death. Each non-Undead creature within 120 feet of the specter must make a DC 15 Constitution saving throw. On a failure, the creature hears the wail and is marked for death.

A creature marked for death can't regain hit points and has disadvantage on death saving throws, and all attack rolls against it are made with advantage. This effect lasts for 1 minute or until the creature is targeted by a *remove curse* spell or similar magic.

Reaping Scythe. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (1d12 + 6) slashing damage plus 28 (8d6) necrotic damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or gain a level of exhaustion.



> *I smell frosting. Ready your weapons!*
>
> —Greta, scourge of Sweettooth

SWEETTOOTH HORROR

No one is certain of the true origin of Sweettooth Village. This eerie, abandoned town constructed of gingerbread and frosting lies deep in the wilds of Eldraine. Some say the fiendish candy monsters that prowl its butterscotch-lined streets were once servants of a powerful witch, and the entire place was a trap created to lure hungry travelers. But if the sugary horrors of Sweettooth Village were ever under someone's control, that time has long since passed.

HORRORS OF SWEETTOOTH VILLAGE

In addition to the Sweettooth horror described here, creatures found in and around Sweettooth Village might include **gingerbrutes** (detailed in this collection) as well as variations of oozes from the *Monster Manual*. For example, a **black pudding** might have a delicious chocolatey flavor, a **gelatinous cube** might have a more decorative shape and taste fruity, and an **ochre jelly** could smell like butterscotch.

SWEETTOOTH HORROR

Large Fiend, Typically Neutral Evil

Armor Class 14
Hit Points 58 (9d10 + 9)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	12 (+1)	6 (-2)	8 (-1)	12 (+1)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Caramelization. If the horror takes fire damage, it releases a sweet, mesmerizing scent. Each creature within 30 feet of the horror must succeed on a DC 11 Wisdom saving throw or have the charmed condition. A charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

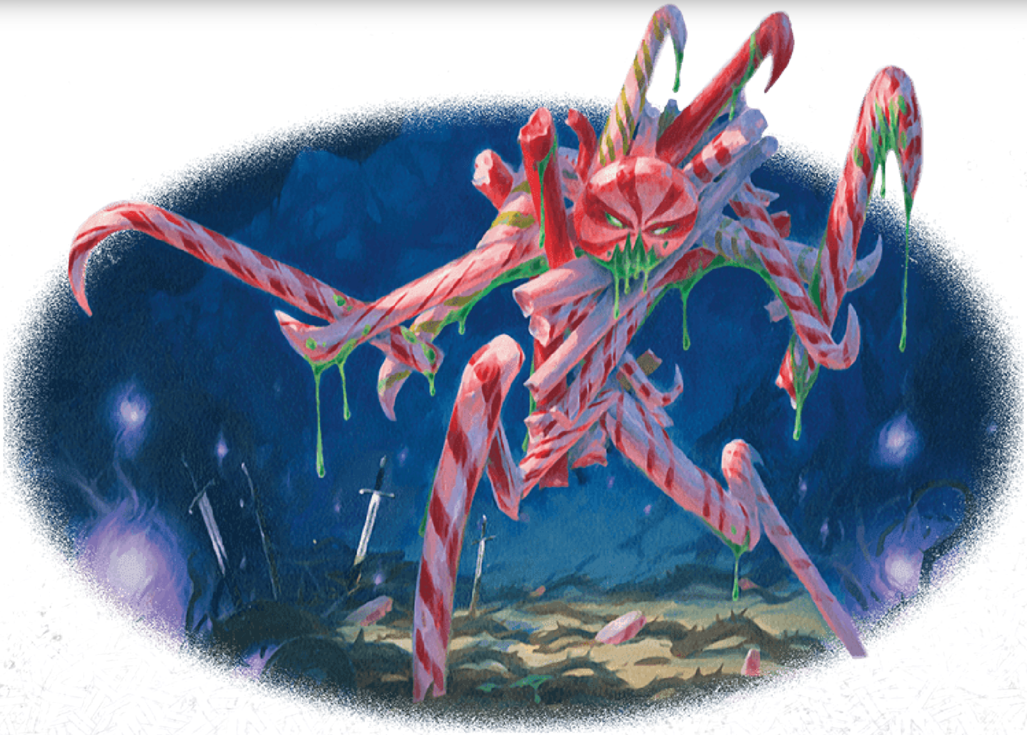
Magic Resistance. The horror has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The horror makes one Bite attack and two Candy Cane attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 10 (3d6) acid damage.

Candy Cane. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. If the target is a Large or smaller creature, the horror can choose to deal no damage; instead, the target has the prone condition, and the horror can pull the target up to 5 feet toward itself.



TEMPEST HART

Storm giants live high above Eldraine in a cloudy landscape known as Stormkeld. Massive cottages, keeps, and towers dot this magical realm, scattered between expanses of cloudy wilderness marked by tangles of giant beanstalks and raging storms. Various enormous creatures dwell in these wilds, with the tempest hart being among the most majestic.

A colossal elk with antlers made of living lightning, a tempest hart has a long mane of fine hair that waves as if tossed by a strong wind. Its patterned hide resembles the twisting beanstalks that also coil around its legs, shoulders, and haunches.

Storm giant hunters consider tempest harts to be the worthiest prey, desirable for their meat and the raw lightning of their antlers. However, these creatures wield mighty elemental power to defend themselves.

TEMPEST HART

Huge Elemental, Unaligned

Armor Class 13
Hit Points 147 (14d12 + 56)
Speed 50 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	18 (+4)	3 (-4)	18 (+4)	14 (+2)

Saving Throws Dex +7, Wis +8
Skills Perception +12
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons
Damage Immunities lightning, thunder
Condition Immunities exhaustion
Senses passive Perception 22
Languages —
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Legendary Resistance (3/Day). If the hart fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The hart makes a Lightning Antlers attack and a Thunder Hooves attack.

Lightning Antlers. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 16 (2d10 + 5) lightning damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or have the stunned condition until the start of the hart's next turn.

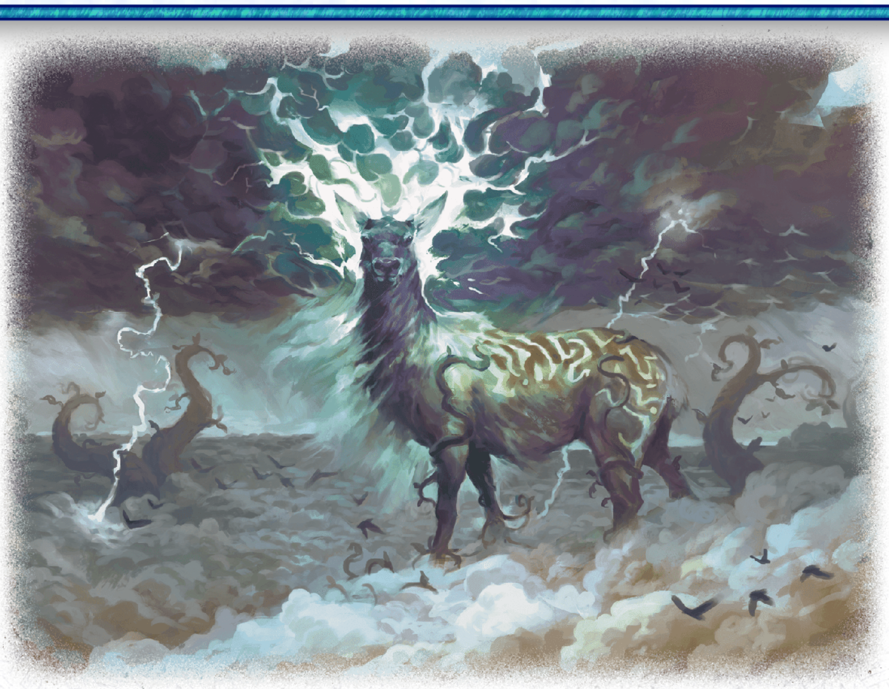
Thunder Hooves. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) thunder damage.

REACTIONS

The hart can take up to two reactions per round but only one per turn.

Entangling Growth. Immediately after a creature the hart can see within 120 feet of itself hits it with an attack roll, the hart reduces the damage to itself by half. The attacker must immediately make a DC 16 Strength saving throw as beanstalks coil around it in its space. On a failed save, the creature has the grappled condition (escape DC 16) and has the restrained condition as long as it is grappled. The beanstalks vanish after 1 minute, if the hart has the incapacitated condition, or when the hart dies.

Lightning Call. In response to making a saving throw, the hart calls down a bolt of lightning that targets a creature it can see within 120 feet of itself. The target must make a DC 16 Dexterity saving throw, taking 19 (3d12) lightning damage on a failed save, or half as much damage on a successful one.



TREEFOLK

The wise and ancient treefolk thrive in the depths of Eldraine's forested wilds. Though many treefolk rival members of the high fae in age, they rarely interfere with the goings-on of the faerie court. Instead, treefolk serve as guardians and shepherds of their wild groves, dispensing wisdom and blessings to travelers who wander under their branches.

> *Right now, you are a feeble stick, but I will help you grow some rings.*
>
> —Borogrove, Tuinvale treefolk
>
> Raoul Vitale

TREEFOLK

Large Plant (Druid), Any Alignment

Armor Class 17 (natural armor)
Hit Points 171 (18d10 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	18 (+4)	10 (+0)	20 (+5)	11 (+0)

Saving Throws Con +8, Int +4, Wis +9
Skills Insight +9, Nature +8, Perception +9
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Senses blindsight 30 ft., passive Perception 19
Languages Common, Druidic, Sylvan
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Plant Camouflage. The treefolk has advantage on Dexterity (Stealth) checks it makes in forest terrain.

Tree Stride. Once on each of its turns, the treefolk can use 10 feet of its movement to step magically into one living tree within 5 feet of itself and emerge from a second living tree within 60 feet of itself that it can see, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be at least as large as the treefolk.

ACTIONS

Multiattack. The treefolk makes two Crushing Vine attacks, two Nightshade Bolt attacks, or one of each.

Crushing Vine. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) bludgeoning damage. If the target is a creature, it has the grappled condition (escape DC 18). While grappled, the creature also has the restrained condition. The treefolk can grapple up to six creatures this way.

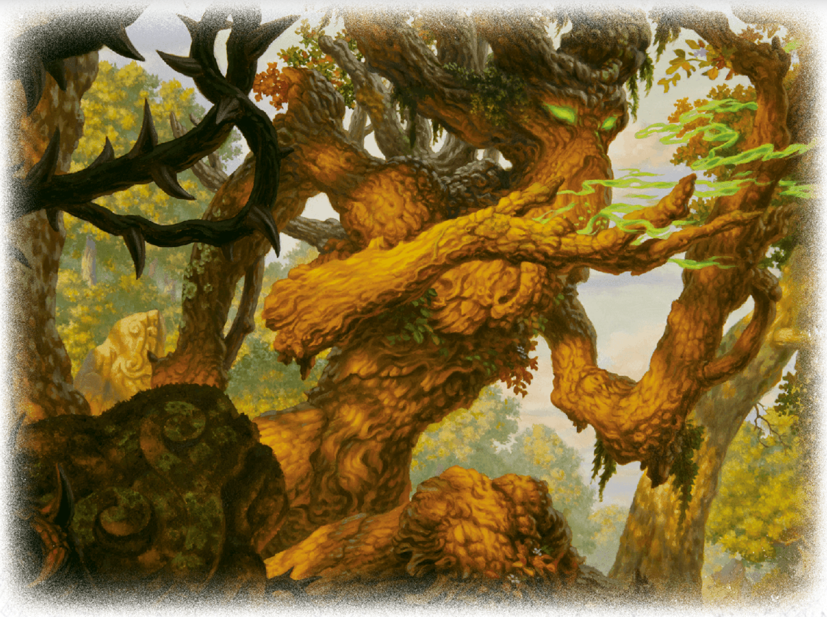
Nightshade Bolt. *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* 33 (6d10) poison damage.

Spellcasting. The treefolk casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 17):

At will: *detect poison and disease*, *druidcraft*
2/day each: *enlarge/reduce*, *speak with plants*
1/day: *commune with nature* (as an action)

BONUS ACTIONS

Oaken Boon. The treefolk blesses one creature other than itself that it can see within 60 feet of itself with the might and wisdom of the forest. While blessed in this way, a creature can use the treefolk's Tree Stride trait and gains 5 (2d4) temporary hit points at the start of each of its turns. This blessing lasts for 1 minute, until the treefolk has the incapacitated condition, or until the treefolk uses this bonus action again.



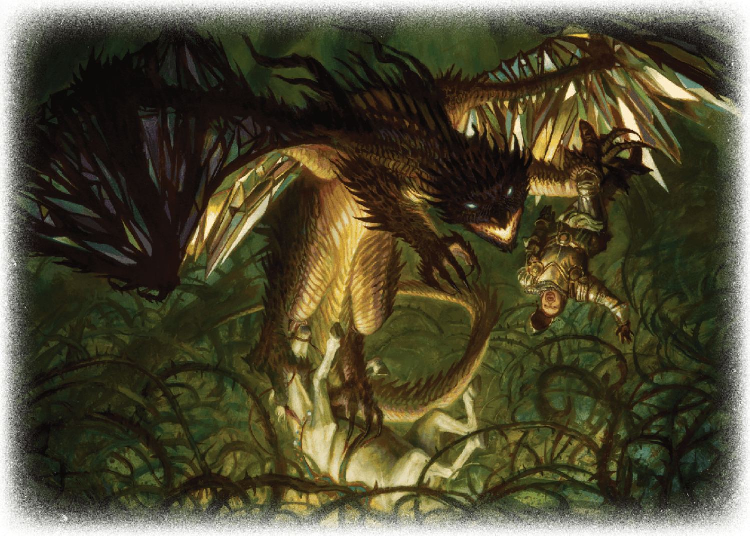
Dragons of Eldraine

The dragons of Eldraine, are much like those of other D&D worlds. You can use any dragon stat block for a dragon of Eldraine. On Magic cards, there are red dragons (Opportunistic Dragon, Decadent Dragon, and Realm-Scorcher Hellkite), bronze dragons (Loch Dragon), and moonstone dragons (Shimmer Dragon and Archive Dragon). Moonstone dragons are described in *Fizban's Treasury of Dragons*.

> *I heard there's an especially fearsome witch around here. Or was it a particularly cruel dragon? The tales were very confu—*
>
> —Last words of the mostly forgotten adventurer Osval

Witchkite

While many dragons of Eldraine hoard wealth and material goods, witchkites prefer hoarding forbidden and dangerous magical secrets. The arcane nature of a witchkite's hoard seeps into the dragon's core, granting it spellcasting abilities and twisting its fiery breath into malevolent motes of magical flame.



Witchkite

Huge Dragon (Warlock), Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 220 (21d12 + 84)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	18 (+4)	15 (+2)	17 (+3)	19 (+4)

Saving Throws Dex +5, Wis +8, Cha +9
Skills Arcana +7, Perception +8, Stealth +5
Damage Resistances fire, psychic
Senses darkvision 120 ft., passive Perception 18
Languages Draconic
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Legendary Resistance (3/Day). If the witchkite fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The witchkite makes two Rend attacks and uses Malevolent Flare once.

Rend. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Malevolent Flare. The witchkite spits magical, green-tinged flame at one creature it can see within 60 feet of itself. The target must make a DC 17 Dexterity saving throw. On a failed save, the target takes 22 (5d8) fire damage and suffers one of the following effects of the witchkite's choice:

- The target must use its reaction to make a melee attack against another creature of the witchkite's choice that is within the target's reach.
- The target takes 13 (2d12) psychic damage.

On a successful save, the target takes half as much damage only.

Spellcasting. The witchkite casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

At will: *detect magic*, *minor illusion*, *speak with dead*
1/day each: *detect thoughts*, *dimension door*, *hold monster*

Reactions

The witchkite can take up to two reactions per round but only one per turn.

Enchanting Gaze. When a creature the witchkite can see moves within 10 feet of it, the witchkite emits an enchanting gaze at the creature. The creature must succeed on a DC 17 Wisdom saving throw or take 10 (3d6) psychic damage and have the charmed condition until the end of its next turn.

Retribution. Immediately after taking damage from a melee attack, the witchkite makes one Rend attack against the attacker.

WITCHSTALKER

Twice the size of their ordinary kin, witchstalkers are giant wolves drawn to sources of magic by their supernatural sense of smell. As a result, the moors and forests of Dunbarrow make for good hunting grounds. The greater the source of magic, the more witchstalkers are drawn to the area. To their dismay, witches have drawn as many as a dozen witchstalkers.

Witchstalkers resemble monstrous wolves with enormous jaws and ridged spines. By feeding on spellcasters and other sources of magic, witchstalkers developed their own magical abilities, including a supernatural howl and the ability to teleport next to unsuspecting prey.

WITCHSTALKER

Large Monstrosity, Unaligned

Armor Class 13
Hit Points 82 (11d10 + 22)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	8 (-1)	12 (+1)	6 (-2)

Saving Throws Str +7, Wis +4
Skills Perception +7, Stealth +6
Senses truesight 60 ft., passive Perception 17
Languages understands Common but can't speak
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Magic Resistance. The witchstalker has advantage on saving throws against spells and other magical effects.

Smell Magic. The witchstalker can sense the presence and location of magic within 120 feet of itself. It also has advantage on attack rolls against creatures that have cast a spell since the end of the witchstalker's last turn.

ACTIONS

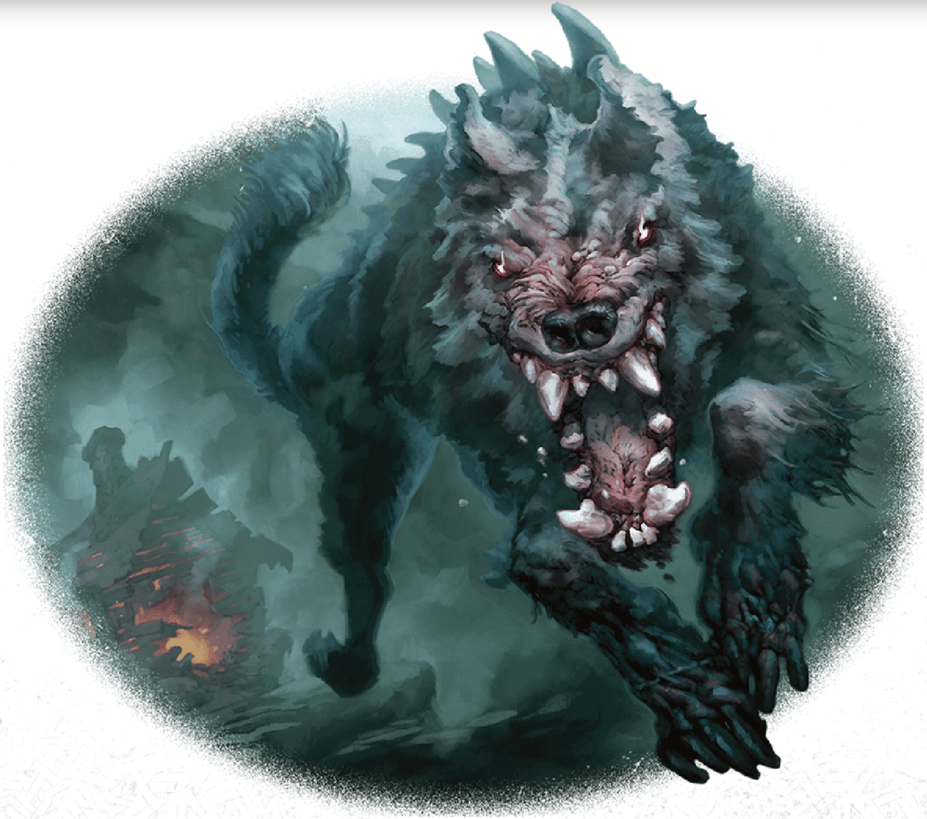
Multiattack. The witchstalker makes two Bite attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 15 Strength saving throw or have the prone condition.

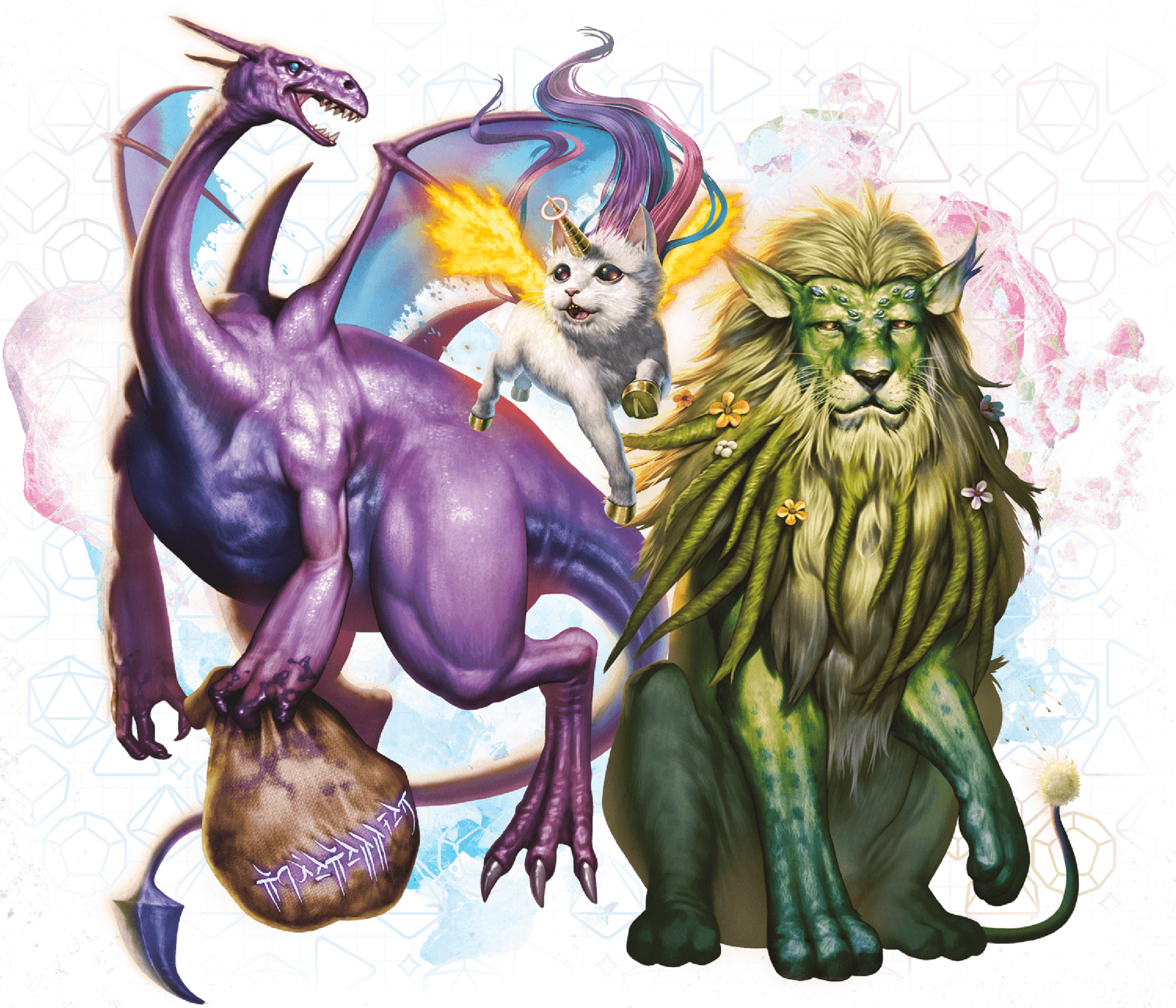
Mind-Wracking Howl (Recharge 5–6). The witchstalker unleashes a terrible howl, and each creature within 30 feet of it that isn't a Monstrosity must make a Wisdom saving throw. On a failed save, a creature takes 24 (7d6) psychic damage and has disadvantage on Constitution saving throws to maintain concentration on spells until the end of its next turn. On a successful save, a creature takes half as much damage only.

REACTIONS

Spell Stalk. Immediately after a creature within 120 feet of the witchstalker casts a spell, the witchstalker magically teleports to an unoccupied space it can see within 5 feet of the creature and can make one Bite attack against the creature.

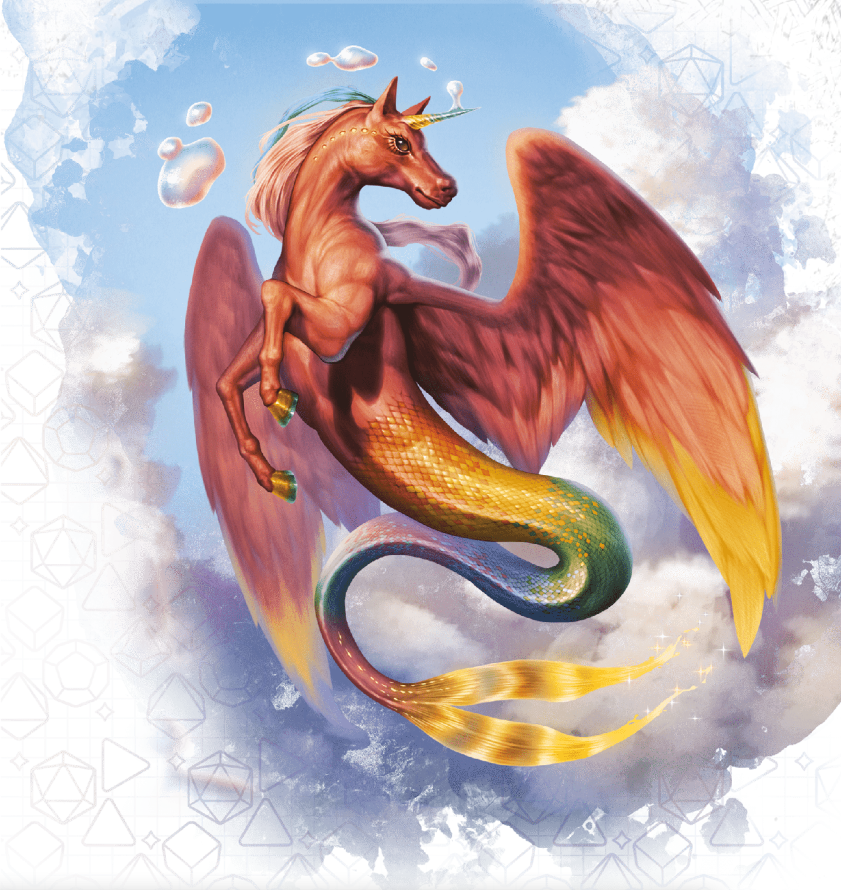


MISPLACED MONSTERS
VOLUME ONE



CORAL

Coral lives in the ocean and in the clouds. Cookies are her favorite snack. She has the power to bolster other creatures, and she can bestow upon animals the ability to speak for a short time. When she is upset, her rainbow tail lights up. If she smacks her tail on the ground, magical force spreads outward to engulf an enemy, potentially turning it to dust. When Coral has the hiccups, bubbles shoot from her horn. These bubbles transform into tasty cookies, bursts of glitter, and protective clouds of stinky gas.



CORAL

Large Fey, Chaotic Good

Armor Class 17 (natural armor)
Hit Points 135 (18d10 + 36)
Speed 10 ft., fly 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	15 (+2)	14 (+2)	18 (+4)	19 (+4)

Saving Throws Dex +5, Con +6, Wis +8, Cha +8
Skills Arcana +6, Insight +8, Perception +8
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., passive Perception 18
Languages Common, Primordial, Sylvan
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Magic Resistance. Coral has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. Coral makes two Hoof attacks and uses Tail Thump.

Hoof. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Tail Thump. Coral slams her tail down, unleashing a burst of magical force toward one creature she can see within 60 feet of her. The target must make a DC 16 Dexterity saving throw. On a failed save, the target takes 22 (4d10) force damage and has the prone condition. On a successful save, the target takes half as much damage only. If this damage reduces the target to 0 hit points, the target dies, and its body is reduced to fine dust.

BONUS ACTIONS

Bubbles of Whimsy (2/Day). Coral produces a stream of magical bubbles from her horn. These bubbles float toward a creature Coral can see within 60 feet of herself. Roll a d6 to determine the bubbles' effect:

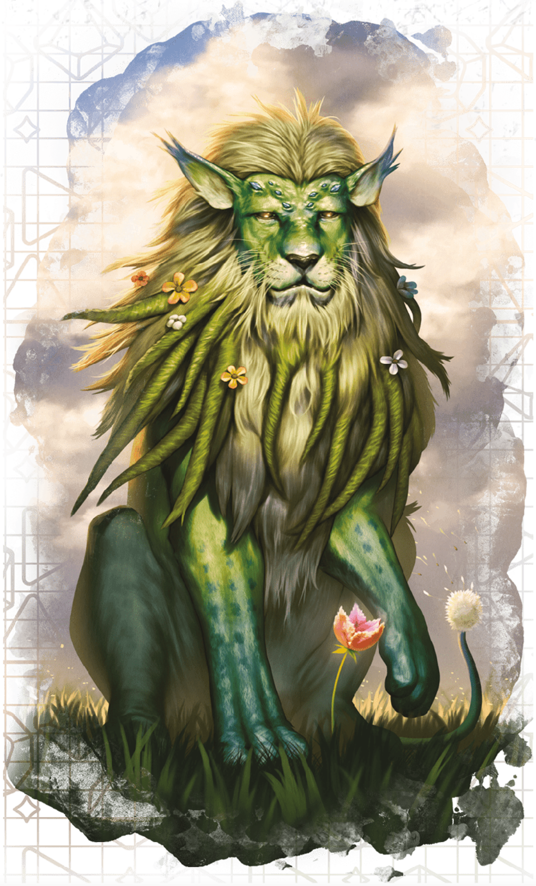
Bolstering Treat (1-2). The bubbles transform into 1d4 cookies that appear in the target's space. The target gains 11 (2d8 + 2) temporary hit points if it immediately uses its reaction to eat one of the cookies. Any leftover cookies are delicious but confer no benefits.
Sparkle Burst (3-4). The bubbles transform into glitter that swirls around the target before bursting outward. Each creature within 5 feet of the target must succeed on a DC 16 Constitution saving throw or have the blinded condition until the start of Coral's next turn.
Stink Bomb Shield (5-6). The bubbles transform into a foul-smelling cloud of gas that surrounds and shields the target. The target has half cover until the gas disappears at the start of Coral's next turn.

Gift of Speech (1/Day). Coral targets one Beast she can see within 10 feet of herself. The target gains the ability to understand and speak Common or Sylvan (Coral's choice) for 10 minutes.

DANDYLION

Dandylions are herbivorous farmers who cultivate beautiful gardens of flowers and fields of crops in the Feywild. If treated with respect, dandylions are glad to share their wealth of knowledge about farming with those who show interest in the subject. They give great gardening advice, and their fruits and vegetables are healthy and delicious. Some of their crops also have magical properties, making them valuable as potion ingredients and spell components. Dandylions protect their farms ferociously, and anyone who tramples on or steals from a dandylion's bounty is likely to incur the creature's fury. The surest way to entice a dandylion to give up some of its beloved produce or flowers is to flatter it.

A dandylion has soft green fur woven with small leaves. A small, fluffy seed head at the end of the dandylion's tail contains seed pods. These seed pods enrich soil, giving rise to healthy plants and bountiful harvests. Often, dandylions weave necklaces with petals from their flower gardens and brag about the fertility of their soil. Dandylions love to boast about the fullness of their sunny yellow manes.



DANDYLION

Large Fey, Typically Chaotic Neutral

Armor Class 14
Hit Points 90 (12d10 + 24)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	19 (+4)	14 (+2)	16 (+3)	17 (+3)	18 (+4)

Saving Throws Str +9, Cha +7
Skills Nature +9, Perception +6, Survival +6
Senses darkvision 60 ft., passive Perception 16
Languages Common, Sylvan
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Magic Resistance. The dandylion has advantage on saving throws against spells and other magical effects.

Pack Tactics. The dandylion has advantage on an attack roll against a creature if at least one of the dandylion's allies is within 5 feet of the creature and the ally doesn't have the incapacitated condition.

ACTIONS

Multiattack. The dandylion makes one Bite attack and one Claws attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage. If the dandylion moved at least 20 feet straight toward the target immediately before the hit, the target must succeed on a DC 17 Strength saving throw or have the prone condition. If the target has the prone condition, the dandylion can make one Bite attack against it as a bonus action.

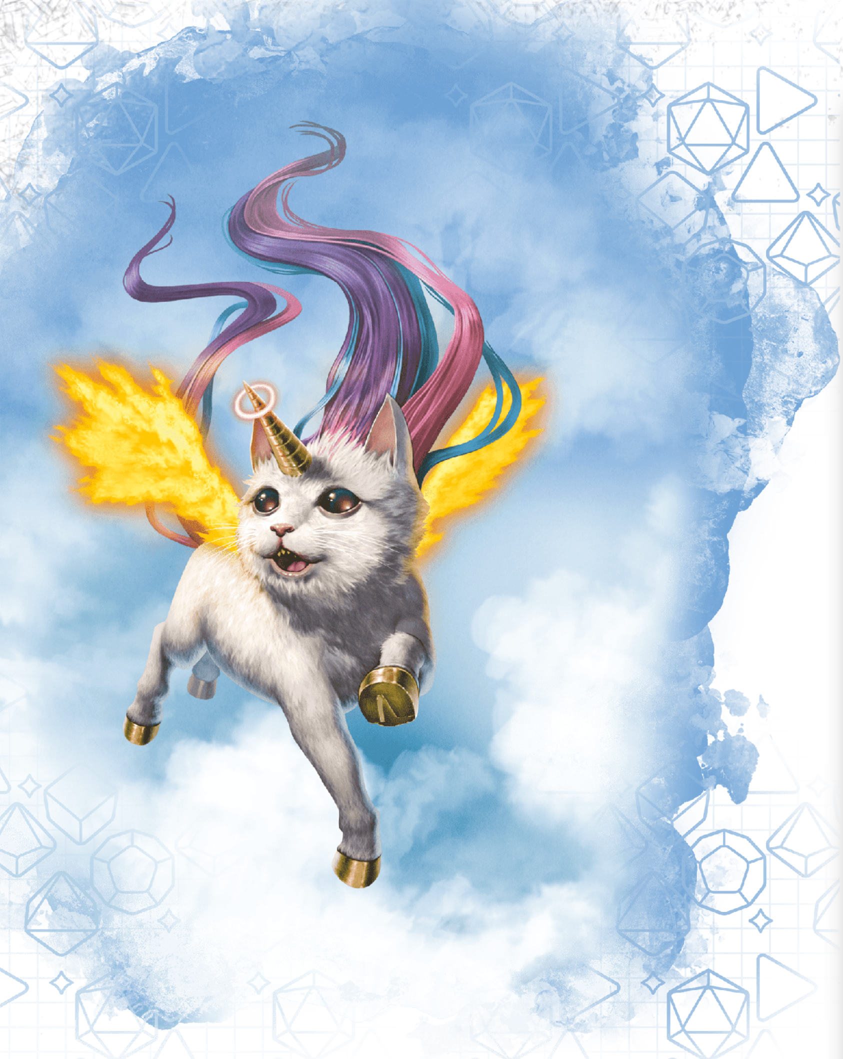
Rejuvenating Seedpods (2/Day). The dandylion releases a burst of seedpods from its tail, filling a 10-foot-radius sphere centered on itself. Each creature of the dandylion's choice in the sphere can immediately end one of the following conditions on itself (creature's choice): blinded, deafened, paralyzed, or poisoned. In addition, all soil in the sphere's area is enriched, restoring withered vegetation in the area to full health and causing all crops in the area to produce twice the normal harvest for the next year.

Spellcasting. The dandylion casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *druidcraft*, *guidance*, *purify food and drink*
2/day each: *entangle*, *goodberry*
1/day: *speak with plants*

REACTIONS

Roar of Pride. When a creature within 60 feet of the dandylion hits it with an attack roll, the dandylion can unleash a furious roar. The creature that triggered this reaction must succeed on a DC 15 Wisdom saving throw or have the frightened condition until the end of the dandylion's next turn.



RAIN

Rain lives in happy meadows atop clouds, away from all the evil of the world. She loves cupcakes and readily accepts them as gifts. She has fiery wings and a tiny halo around the tip of her horn. When confronted by bullies or evildoers, she can emit rainbow-colored positive energy from her haloed horn. Rain uses her rainbows to heal friendly creatures and punish evildoers, transforming the latter into glittering flowers.

RAIN

Small Celestial, Lawful Good

Armor Class 15 (natural armor)
Hit Points 60 (11d6 + 22)
Speed 30 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	14 (+2)	14 (+2)	18 (+4)	15 (+2)

Saving Throws Dex +3, Con +5, Wis +7
Skills Acrobatics +3, Insight +7, Stealth +3
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison, radiant
Condition Immunities charmed, paralyzed, poisoned
Senses passive Perception 14
Languages Celestial, Common
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Fiery Wings. Rain's wings are made of flame, and they shed bright light out to 15 feet and dim light for an additional 15 feet. At the start of each of Rain's turns, each creature of Rain's choice within 5 feet of her takes 3 (1d6) fire damage. A creature that hits Rain with a melee attack takes 3 (1d6) fire damage.

Magic Resistance. Rain has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. Rain makes two Hoof attacks.

Hoof. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) bludgeoning damage.

Haloed Horn Burst (Recharge 5–6). Rain uses her haloed horn to produce one of the following magical effects:

Glitterstorm. Rain emits a rainbow beam in a 30-foot line that is 5 feet wide. Each creature in that area must make a DC 15 Dexterity saving throw, taking 21 (6d6) radiant damage on a failed saving throw, or half as much damage on a successful one; creatures of evil alignment have disadvantage on this saving throw. If the damage from this effect reduces a creature to 0 hit points, the creature dies, and its body turns into glittery flowers.

Healing Rainbows. Rain releases a wave of rejuvenating multicolored light in a 30-foot cone. Each creature of Rain's choice in that area regains 18 (4d8) hit points.

BONUS ACTIONS

Nimble Escape. Rain takes either the Disengage or the Hide action.

SCRAPPER

Scrappers are tall, broad-shouldered automatons usually found in scrap yards. Sparks erupt from the loose wires that protrude from their hulking frames. Their quasi-mechanical minds are shielded with lead, protecting them from psychic damage.

A scrapper feeds on scrap metal and uses its electrified wires to grapple and reel in foes. It zaps enemies it can't reach with an energy beam fired from an extended eye.

SCRAPPER

Large Construct, Unaligned

Armor Class 18 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	3 (-4)	10 (+0)	1 (-5)

Skills Perception +6
Damage Resistances lightning
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 16
Languages understands the languages of its creator but can't speak
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Electrified Chassis. A creature that hits the scrapper with a melee attack while within 5 feet of it takes 19 (3d12) lightning damage.

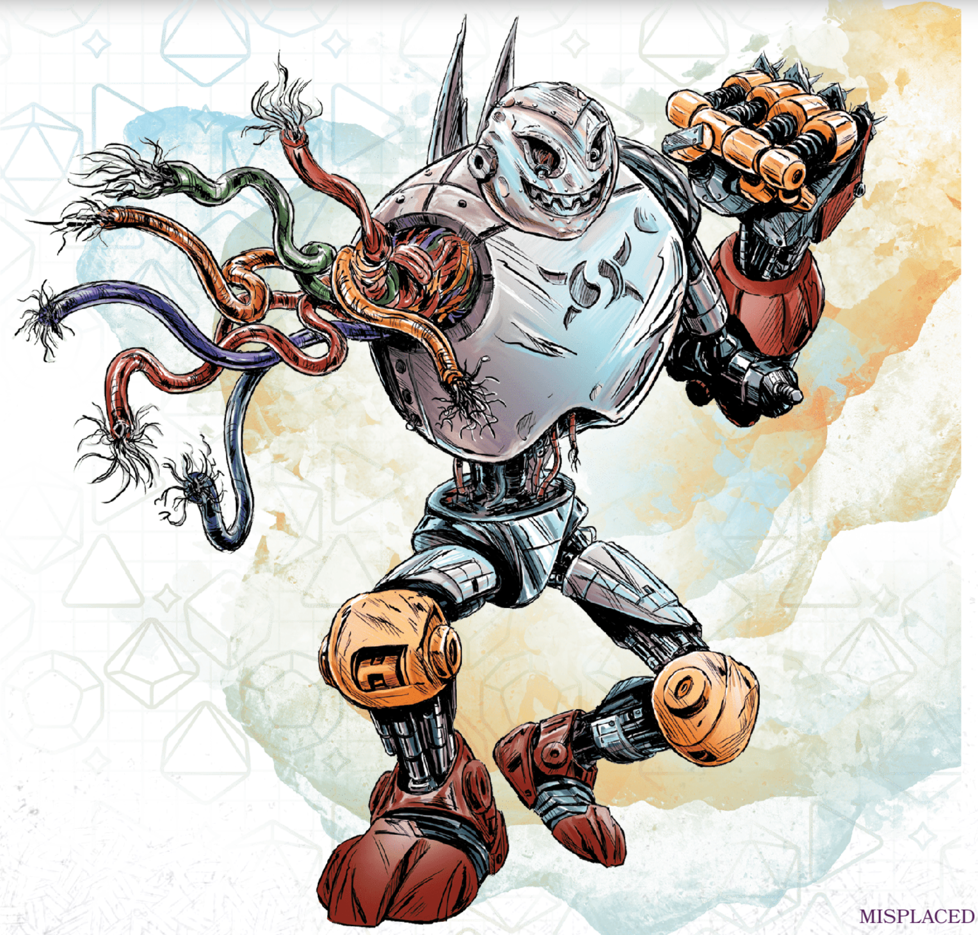
ACTIONS

Multiattack. The scrapper makes two Spike Punch attacks. It can replace one of those with a Wires attack.

Spike Punch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 5 (1d10) piercing damage.

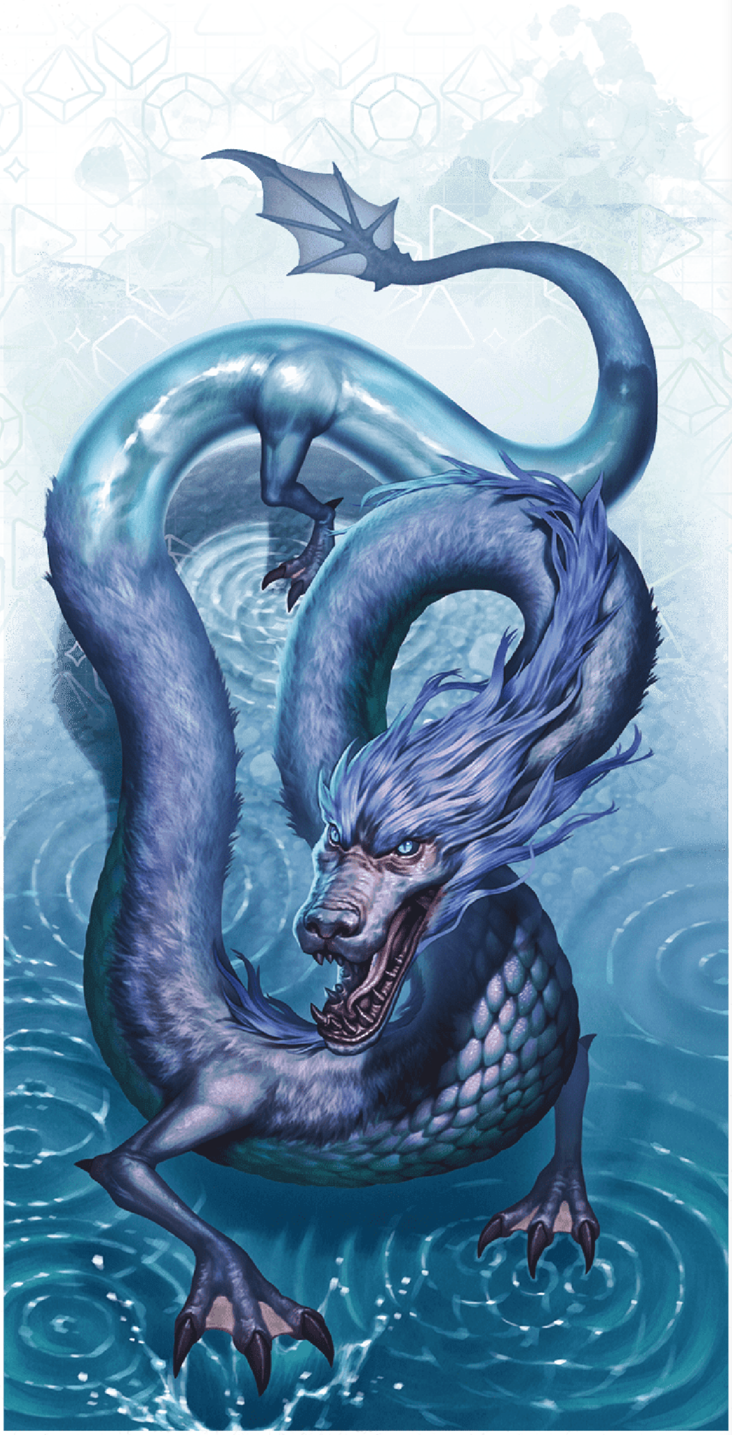
Wires. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one Large or smaller creature. *Hit:* The target has the grappled condition (escape DC 16) and must succeed on a DC 16 Strength saving throw or be pulled into an unoccupied space within 5 feet of the scrapper and take 19 (3d12) lightning damage. The scrapper can have only one creature grappled in this way at a time.

Eye Beam (Recharge 5–6). The scrapper shoots a magical beam from its extended eye at one creature it can see within 120 feet of itself. The target must make a DC 16 Dexterity saving throw, taking 44 (8d10) force damage on a failed save, or half as much damage on a successful one.



SETH THE SHAPESHIFTING DRAGON

Seth the Shapeshifting Dragon is a vegetarian who likes to hide in the brush near waterfalls, rivers, and lakes. Invisible while immersed in water, Seth is capable of great bursts of speed, and his breath weapon is a blast of frigid water.



SETH THE SHAPESHIFTING DRAGON

Medium Dragon, Neutral

Armor Class 17
Hit Points 153 (18d8 + 72)
Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	25 (+7)	19 (+4)	13 (+1)	15 (+2)	14 (+2)

Saving Throws Str +7, Dex +11, Con +8
Skills Perception +6, Stealth +11
Damage Resistances cold, fire
Damage Immunities poison
Condition Immunities grappled, poisoned, restrained
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16
Languages Aquan, Common, Draconic
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Amphibious. Seth can breathe air and water.

Invisible in Water. Seth has the invisible condition while fully immersed in water.

ACTIONS

Multiattack. Seth makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 10 (1d6 + 7) piercing damage plus 9 (2d8) cold damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Riptide Breath (Recharge 5–6). Seth exhales a torrent of frigid water in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw. On a failed save, the creature takes 36 (8d8) cold damage and has the incapacitated condition until the end of its next turn. On a successful save, the creature takes half as much damage only.

BONUS ACTIONS

Change Shape. Seth magically transforms into a Small Humanoid or a Beast that is Tiny or Small, while retaining his game statistics (other than his size). This transformation ends if Seth is reduced to 0 hit points or uses another bonus action to end it.

Superspeed (2/Day). Seth's speed is doubled for as long as he maintains concentration (as if concentrating on a spell). While his speed is increased in this way, all attack rolls against him are made with disadvantage, and he becomes partially incorporeal, allowing him to move through creatures and objects as if they were difficult terrain. Seth takes 5 (1d10) force damage if he ends his turn inside an object.

SHELDON THE BLUEBERRY DRAGON

Large Dragon, Neutral Good

Armor Class 16 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	17 (+3)	14 (+2)	16 (+3)

Saving Throws Dex +4, Con +7, Int +6
Skills Acrobatics +7, Athletics +7, Performance +6
Damage Resistances force, psychic
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 12
Languages Common, Draconic, telepathy 120 ft.
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Space Dweller. Sheldon can breathe normally in a vacuum.

ACTIONS

Multiattack. Sheldon makes either two Bite attacks, two Blueberry Fling attacks, or one of each.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit: 7* (1d6 + 4) piercing damage plus 4 (1d8) psychic damage.

Blueberry Fling. *Ranged Weapon Attack:* +7 to hit, range 30 ft., one creature. *Hit:* 11 (2d6 + 4) blueberry damage.

Jetstream Breath (Recharge 5–6). Sheldon exhales a line of magical wind that is 60 feet long and 5 feet wide. Each creature in that area must make a DC 15 Strength saving throw. On a failed save, the creature takes 21 (6d6) force damage, is pushed 15 feet away from Sheldon, and has the prone condition. On a successful save, the creature takes half as much damage only.

Spellcasting (Psionics). Sheldon casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 14):

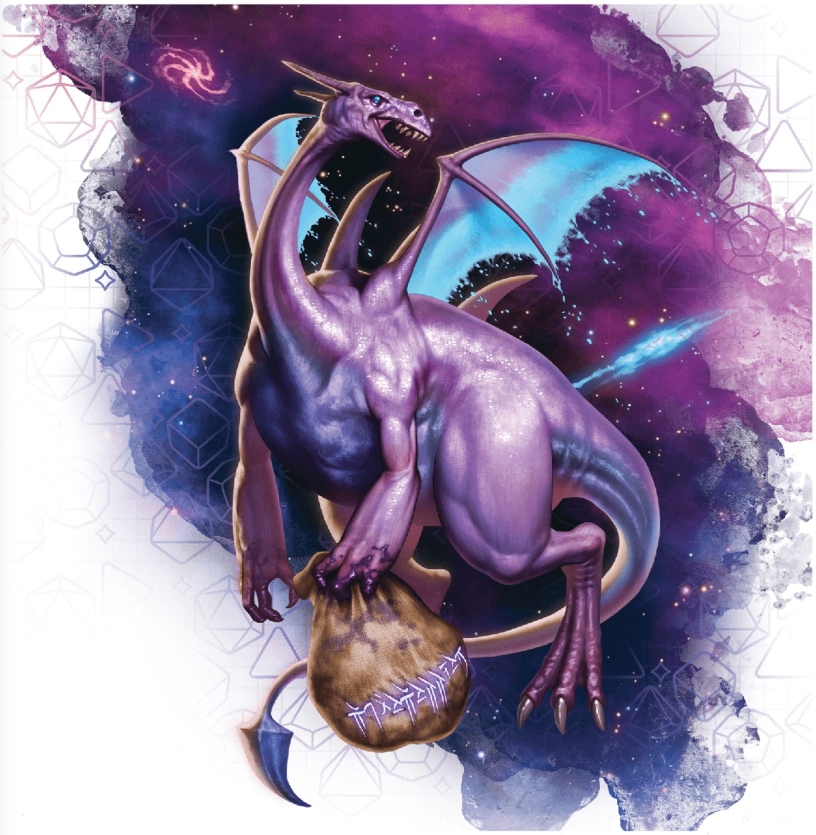
At will: *light*, *mage hand* (the hand is invisible)
1/day each: *dimension door*, *telekinesis*

BONUS ACTIONS

Wind Dash (2/Day). Sheldon summons a powerful gust of wind and flies up to his speed. This movement doesn't provoke opportunity attacks. At the end of this movement, each creature within 5 feet of Sheldon must succeed on a DC 15 Strength saving throw or have the prone condition, as the wind bursts around Sheldon.

SHELDON THE BLUEBERRY DRAGON

Sheldon is a friendly, good-natured dragon who collects and eats blueberries. When he's not attending parties, he lives in Wildspace. His body magically produces air, allowing him to thrive in a vacuum and create powerful gusts of wind. Sheldon uses the wind to knock down foes and propel himself farther than his wings can take him on their own.



DOSSIERS

VECNA

On countless worlds, his name evokes tales of terror and cruelty. Vecna the Undying King. Vecna the Whispered One. Vecna the Lord of the Rotted Tower. Over more than a hundred thousand years, incandescent hatred carried him from the humblest of origins to a conqueror's throne, then to the realms that lie beyond life and death, and finally to godhood. Many have suffered his terrible wrath, but few can recount how a lowly scribe left an aeon-deep scar on the multiverse before ascending beyond the material altogether. Only a few fragments of Vecna's story have ever been unearthed.

It is said that Vecna was born into a lowly caste on the world of Oerth, son of a hedge witch and a father he never knew. An order of wizards exiled Vecna's mother into the wastes for practicing the forbidden art of necromancy. The order bound her orphaned son into servitude and employed him as first a bootblack, then a scribe. Vecna spent the better part of his childhood secretly educating himself in his masters' arts, stealing into their library of magical treatises each night after midnight. It was during these intense study sessions that he first heard a soothing voice in his head, a whisper from another world that promised him revenge if he would only yield to the hatred that was festering in his heart. Once Vecna learned all he could from his masters and their books, he massacred them. On that very night, the voice urged him to record his every foul thought and dream, and he started to pen his *Book of Vile Darkness*.

According to legend, Vecna went on to forge a kingdom in the world of Greyhawk. He ruled for several centuries from an obsidian tower that rose from the bottom of the black waters of the Nyr Dyv to stretch far above its surface. During this era, at the urging of the voice, Vecna conquered vast realms and swept great cities beneath earth and rock. Generations later, when his physical form finally started to succumb to the ravages of time, Vecna's festering hatred would not permit him to perish. He called upon the forbidden arts of necromancy to transform himself into a lich, a frightful being beyond the reach of death.

At some point, Vecna grew bored with his kingdom on Oerth and started visiting his evil on other worlds, still driven by the mysterious voice and his unquenchable hatred for all things true and pure. For a time, he is said to have inhabited a palace known as the Citadel of Cavitius, located in a vast field of ash somewhere near the border between the Planes of Earth and Fire.

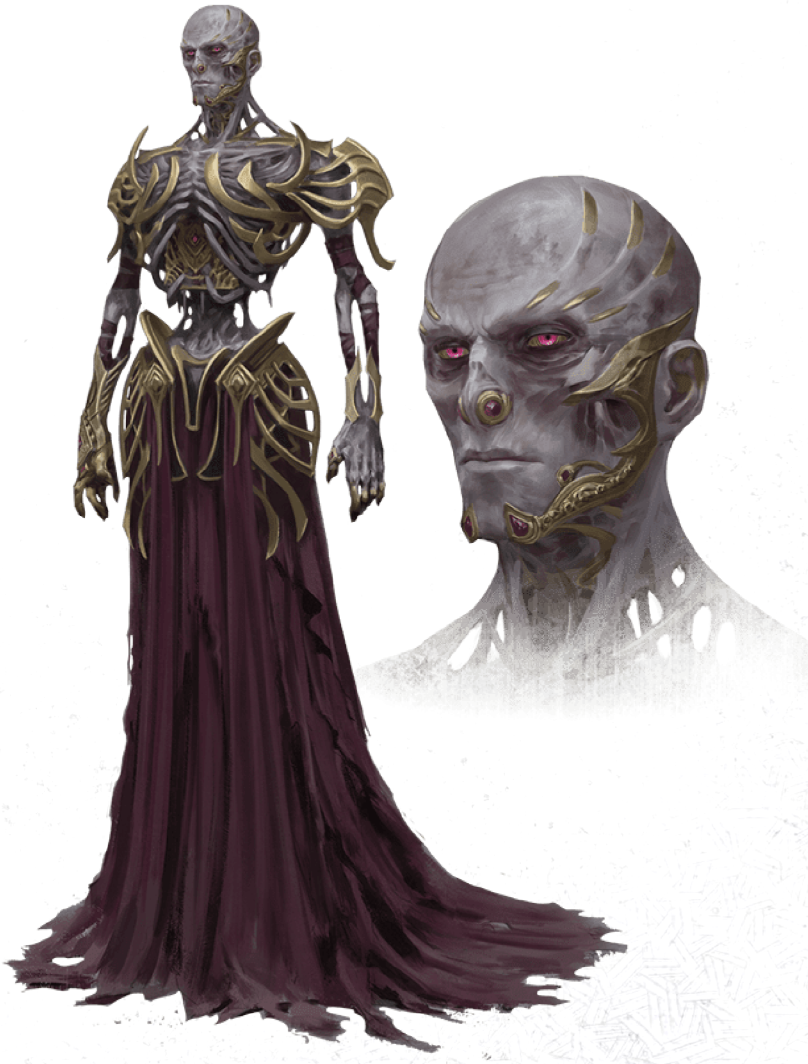
Eventually, a fallen paladin known as Kas the Bloody-Handed rose through the ranks of Vecna's vile minions to become the archlich's personal guard and regent over many of the kingdoms and cults Vecna established across the multiverse. As a symbol of Kas's authority, Vecna forged him a terrifying weapon, the blade now known as the *Sword of Kas*. Later, Kas turned on Vecna and used the sword to sever the archlich's hand and put out his eye. No one knows why Kas betrayed Vecna. Some believe the mysterious voice that spoke to Vecna for eons grew to fear the archlich and began whispering to Kas instead.

After their clash, Kas and Vecna disappeared for ages. The former later emerged as the ruler of the wasteland domain of Tovag in the Shadowfell. The latter spent several centuries hopping from world to world, questing for his severed *hand* and *eye*. More recently, Vecna decamped to the Outer Planes, where he grew so powerful that he became a god. He has many ardent worshipers, all hungry for a taste of his immense power.

The accompanying stat block depicts Vecna in his archlich form prior to Kas's betrayal. Because Vecna is said to have mastered magic allowing him to travel through time, he can appear in this form even on worlds where his severed hand and eye are already known artifacts.

THE BOOK OF VILE DARKNESS

While Vecna always carries the *Book of Vile Darkness* on his person—in fact, he fashioned his lich form to encompass the Book—he typically has no need to call upon its foul magic in battle. If the DM wishes to run a more challenging (and more complex) encounter, Vecna may call upon any of the book's abilities as appropriate.



Vecna the Archlich

Medium Undead (Wizard), Lawful Evil

Armor Class 18 (natural armor)
Hit Points 272 (32d8 + 128)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	18 (+4)	22 (+6)	24 (+7)	16 (+3)

Saving Throws Con +12, Int +14, Wis +15
Skills Arcana +22, History +14, Insight +15, Perception +15
Damage Resistances cold, lightning, necrotic
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned
Senses truesight 120 ft., passive Perception 25
Languages Common, Draconic, Elvish, Infernal
Challenge 26 (90,000 XP) **Proficiency Bonus** +8

Legendary Resistance (5/Day). If Vecna fails a saving throw, he can choose to succeed instead.

Special Equipment. Vecna carries a magic dagger named *Afterthought*. In the hands of anyone other than Vecna, Afterthought is a *+2 dagger*.

Undying. If Vecna is slain, his soul refuses to accept its fate and lives on as a disembodied spirit that fashions a new body for itself after 1d100 years. Vecna's soul can fashion a new body even if its old body was burned to ash or otherwise obliterated. When the new body is complete, Vecna regains all his hit points and becomes active again. Vecna's new body appears anywhere within 100 miles of where Vecna was slain.

Unusual Nature. Vecna doesn't require air, food, drink, or sleep.

Actions

Multiattack. Vecna uses Flight of the Damned (if available), Rotten Fate, or Spellcasting. He then makes two attacks with Afterthought.

Afterthought. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage plus 9 (2d8) necrotic damage. If the target is a creature, it is afflicted by entropic magic, taking 9 (2d8) necrotic damage at the start of each of its turns. Immediately after taking this damage on its turn, the target can make a DC 20 Constitution saving throw, ending the effect on itself on a success. Until it succeeds on this save, the afflicted target can't regain hit points.

Flight of the Damned (Recharge 5–6). Vecna conjures a torrent of flying, spectral entities that fill a 120-foot cone and pass through all creatures in that area before dissipating. Each creature in that area must make a DC 22 Constitution saving throw. On a failed save, the creature takes 36 (8d8) necrotic damage and is frightened of Vecna for 1 minute. On a successful save, the creature takes half as much damage and isn't frightened. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Rotten Fate. Vecna causes necrotic magic to engulf one creature he can see within 120 feet of himself. The target must make a DC 22 Constitution saving throw, taking 96 (8d8 + 60) necrotic damage on a failed save, or half as much damage on a successful one. A Humanoid killed by this magic rises as a **zombie** at the start of Vecna's next turn and acts immediately after Vecna in the initiative order. The zombie is under Vecna's control.

Spellcasting. Vecna casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 22):

At will: *animate dead* (as an action), *detect magic*, *dispel magic*, *fly*, *lightning bolt*, *mage hand*, *prestidigitation*
2/day each: *dimension door*, *invisibility*, *scrying* (as an action)
1/day each: *dominate monster*, *globe of invulnerability*, *plane shift* (self only).

Bonus Actions

Vile Teleport. Vecna teleports, along with any equipment he is wearing or carrying, up to 30 feet to an unoccupied space he can see. He can cause each creature of his choice within 15 feet of his destination space to take 10 (3d6) psychic damage. If at least one creature takes this damage, Vecna regains 80 hit points.

Reactions

Vecna can take up to three reactions per round but only one per turn.

Dread Counterspell. Vecna utters a dread word to interrupt a creature he can see that is casting a spell. If the spell is 4th level or lower, it fails and has no effect. If the spell is 5th level or higher, Vecna makes an Intelligence check (DC 10 + the spell's level). On a success, the spell fails and has no effect. Whatever the spell's level, the caster takes 10 (3d6) psychic damage if the spell fails.

Fell Rebuke. In response to being hit by an attack, Vecna utters a fell word, dealing 10 (3d6) necrotic damage to the attacker, and Vecna teleports, along with any equipment he is wearing or carrying, up to 30 feet to an unoccupied space he can see.

BOOK OF VILE DARKNESS

Wondrous Item, artifact (requires attunement)

The contents of this foul manuscript of ineffable wickedness are the meat and drink of those in evil's thrall. No mortal was meant to know the secrets it contains, knowledge so horrid that to even glimpse the scrawled pages invites madness.

Most believe the lich-god Vecna authored the *Book of Vile Darkness*. He recorded in its pages every diseased idea, every unhinged thought, and every example of blackest magic he came across or devised. Vecna covered every vile topic he could, making the book a gruesome catalog of all mortal wrongs.

Other practitioners of evil have held the book and added their own input to its catalog of vile knowledge. Their additions are clear, for the writers of later works stitched whatever they were writing into the tome or, in some cases, made notations and additions to existing text. There are places where pages are missing, torn, or covered so completely with ink, blood, and scratches that the original text can't be divined.

Nature can't abide the book's presence. Ordinary plants wither in its presence, animals are unwilling to approach it, and the book gradually destroys whatever it touches. Even stone cracks and turns to powder if the book rests on it long enough.

A creature attuned to the book must spend 80 hours reading and studying it to digest its contents and reap its benefits. The creature can then freely modify the book's contents, provided that those modifications advance evil and expand the lore already contained within.

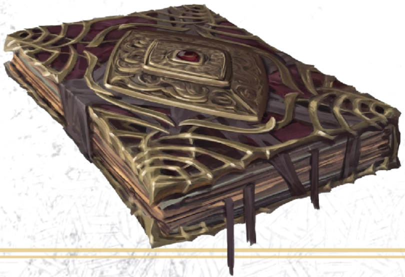
Whenever a non-evil creature attunes to the *Book of Vile Darkness*, that creature must make a DC 17 Charisma saving throw. On a failed save, the creature's alignment changes to neutral evil.

The *Book of Vile Darkness* remains with you only as long as you strive to work evil in the world. If you fail to perform at least one evil act within the span of 10 days, or if you willingly perform a good act, the book disappears. If you die while attuned to the book, an entity of great evil claims your soul. You can't be restored to life by any means while your soul remains imprisoned.

Random Properties. The *Book of Vile Darkness* has the following random properties:

- 3 minor beneficial properties
- 1 major beneficial property
- 3 minor detrimental properties
- 2 major detrimental properties

Adjusted Ability Scores. After you spend the requisite amount of time reading and studying the book, one ability score of your choice increases by 2, to a maximum of 24. Another ability score of your choice decreases by 2, to a minimum of 3. The book can't adjust your ability scores again.



Mark of Darkness. After you spend the requisite amount of time reading and studying the book, you acquire a physical disfigurement as a hideous sign of your devotion to vile darkness. An evil rune might appear on your face, your eyes might become glossy black, or horns might sprout from your forehead. Or you might become wizened and hideous, lose all facial features, gain a forked tongue, or some other feature the DM chooses. The mark of darkness grants you advantage on Charisma (Persuasion) checks made to interact with evil creatures and Charisma (Intimidation) checks made to interact with non-evil creatures.

Command Evil. While you are attuned to the book and holding it, you can use an action to cast the *dominate monster* spell on an evil target (save DC 18). You can't use this property again until the next dawn.

Dark Lore. You can reference the *Book of Vile Darkness* whenever you make an Intelligence check to recall information about some aspect of evil, such as lore about demons. When you do so, double your proficiency bonus on that check.

Dark Speech. While you carry the *Book of Vile Darkness* and are attuned to it, you can use an action to recite words from its pages in a foul language known as Dark Speech. Each time you do so, you take 1d12 psychic damage, and each non-evil creature within 15 feet of you takes 3d6 psychic damage.

Destroying the Book. The *Book of Vile Darkness* allows pages to be torn from it, but any evil lore contained on those pages finds its way back into the book eventually, usually when a new author adds pages to the tome.

If a **solar** tears the book in two, the book is destroyed for 1d100 years, after which it reforms in some dark corner of the multiverse.

A creature attuned to the book for one hundred years can unearth a phrase hidden in the original text that, when translated to Celestial and spoken aloud, destroys both the speaker and the book in a blinding flash of radiance. However, as long as evil exists in the multiverse, the book reforms 1d10 × 100 years later.

If all evil in the multiverse is wiped out, the book turns to dust and is forever destroyed.

VILE LORE

The *Book of Vile Darkness* touches on every evil in the cosmos. A character can use the lore the book contains to unearth terrible secrets no mortal should know. Among the contents a character might find are the following, plus whatever else you choose:

- **Vile Apotheosis.** The book could hold a ritual that allows a character to become a **lich** or **death knight**.
- **True Names.** The true names of any number of fiends might be in the book.
- **Dark Magic.** Several spells of horrific evil of the DM's design and choosing could be in the book. Spells could impose dreadful curses, disfigure others, require human sacrifice, afflict creatures with crippling pain, spread vile plagues, and so on.

EYE AND HAND OF VECNA

Wondrous Item, artifacts (requires attunement)

Seldom is the name of Vecna spoken except in a hushed voice. Vecna was, in his time, one of the mightiest of all wizards. Through dark magic and conquest, he forged a terrible empire. For all his power, Vecna couldn't escape his own mortality. He began to fear death and take steps to prevent his end from ever coming about.

Orcus, the demon prince of undeath, taught Vecna a ritual that would allow him to live on as a lich. Beyond death, he became the greatest of all liches. Even though his body gradually withered and decayed, Vecna continued to expand his evil dominion. So formidable and hideous was his temper that his subjects feared to speak his name. He was the Whispered One, the Master of the Spider Throne, the Undying King, and the Lord of the Rotted Tower.

Some say that Vecna's lieutenant Kas coveted the Spider Throne for himself, or that the sword his lord made for him seduced him into rebellion. Whatever the reason, Kas brought the Undying King's rule to an end in a terrible battle that left Vecna's tower a heap of ash. Of Vecna, all that remained were one hand and one eye, grisly artifacts that still seek to work the Whispered One's will in the world.

The *Eye of Vecna* and the *Hand of Vecna* might be found together or separately. The eye looks like a bloodshot organ torn free from the socket. The hand is a mummified and shriveled left extremity.

To attune to the eye, you must gouge out your own eye and press the artifact into the empty socket. The eye grafts itself to your head and remains there until you die. Once in place, the eye transforms into a golden eye with a slit for a pupil, much like that of a cat. If the eye is ever removed, you die.

To attune to the hand, you must lop off your left hand at the wrist and the press the artifact against the stump. The hand grafts itself to your arm and becomes a functioning appendage. If the hand is ever removed, you die.

Random Properties. The *Eye of Vecna* and the *Hand of Vecna* each have the following random properties:

- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property

Properties of the Eye. Your alignment changes to neutral evil, and you gain the following benefits:

- You have truesight.
- You can use an action to see as if you were wearing a *ring of X-ray vision*. You can end this effect as a bonus action.
- The eye has 8 charges. You can use an action and expend 1 or more charges to cast one of the following spells (save DC 18) from it: *clairvoyance* (2 charges), *crown of madness* (1 charge), *disintegrate* (4 charges), *dominate monster* (5 charges), or *eyebite* (4 charges). The eye regains 1d4 + 4 expended charges daily at dawn. Each time you cast a spell from the eye, there is a 5 percent chance that Vecna tears your soul from your body, devours it, and then takes control of the body like a puppet. If that happens, you become an NPC under the DM's control.

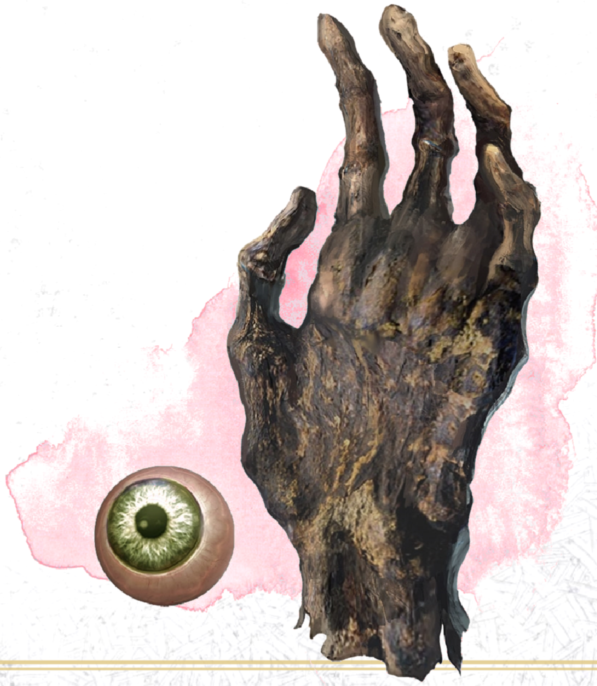
Properties of the Hand. Your alignment changes to neutral evil, and you gain the following benefits:

- Your Strength score becomes 20, unless it is already 20 or higher.
- Any melee spell attack you make with the hand, and any melee weapon attack made with a weapon held by it, deals an extra 2d8 cold damage on a hit.
- The hand has 8 charges. You can use an action and expend 1 or more charges to cast one of the following spells (save DC 18) from it: *finger of death* (5 charges), *sleep* (1 charge), *slow* (2 charges), or *teleport* (3 charges). The hand regains 1d4 + 4 expended charges daily at dawn. Each time you cast a spell from the hand, it casts the suggestion spell on you (save DC 18), demanding that you commit an evil act. The hand might have a specific act in mind or leave it up to you.

Properties of the Eye and Hand. If you are attuned to both the hand and eye, you gain the following additional benefits:

- You are immune to disease and poison.
- Using the eye's X-ray vision never causes you to suffer exhaustion.
- You experience premonitions of danger and, unless you are incapacitated, can't be surprised. -If you start your turn with at least 1 hit point, you regain 1d10 hit points.
- If a creature has a skeleton, you can attempt to turn its bones to jelly with a touch of the *Hand of Vecna*. You can do so by using an action to make a melee attack against a creature you can reach, using your choice of your melee attack bonus for weapons or spells. On a hit, the target must succeed on a DC 18 Constitution saving throw or drop to 0 hit points.
- You can use an action to cast *wish*. This property can't be used again until 30 days have passed.

Destroying the Eye and Hand. If the *Eye of Vecna* and the *Hand of Vecna* are both attached to the same creature, and that creature is slain by the *Sword of Kas*, both the eye and the hand burst into flame, turn to ash, and are destroyed forever. Any other attempt to destroy the eye or hand seems to work, but the artifact reappears in one of Vecna's many hidden vaults, where it waits to be rediscovered.



SWORD OF KAS

Weapon (longsword), artifact (requires attunement)

When Vecna grew in power, he appointed an evil and ruthless lieutenant, Kas the Bloody Handed, to act as his bodyguard and right hand. This despicable villain served as advisor, warlord, and assassin. His successes earned him Vecna's admiration and a reward: a sword with as dark a pedigree as the man who would wield it.

For a long time, Kas faithfully served the lich, but as Kas's power grew, so did his hubris. His sword urged him to supplant Vecna, so that they could rule the lich's empire in Vecna's stead. Legend says Vecna's destruction came at Kas's hand, but Vecna also wrought his rebellious lieutenant's doom, leaving only Kas's sword behind. The world was made brighter thereby.

The *Sword of Kas* is a magic, sentient longsword that grants a +3 bonus to attack and damage rolls made with it. It scores a critical hit on a roll of 19 or 20, and deals an extra 2d10 slashing damage to undead.

If the sword isn't bathed in blood within 1 minute of being drawn from its scabbard, its wielder must make a DC 15 Charisma saving throw. On a successful save, the wielder take 3d6 psychic damage. On a failed save, the wielder is dominated by the sword, as if by the *dominate monster* spell, and the sword demands that it be bathed in blood. The spell effect ends when the sword's demand is met.

Random Properties. The *Sword of Kas* has the following random properties:

- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property
- 1 major detrimental property

Spirit of Kas. While the sword is on your person, you add a d10 to your initiative at the start of every combat. In addition, when you use an action to attack with the sword, you can transfer some or all of its attack bonus to your Armor Class instead. The adjusted bonuses remain in effect until the start of your next turn.

Spells. While the sword is on your person, you can use an action to cast one of the following spells (save DC 18) from it: *call lightning*, *divine word*, or *finger of death*. Once you use the sword to cast a spell, you can't cast that spell again from it until the next dawn.

Sentience. The *Sword of Kas* is a sentient chaotic evil weapon with an Intelligence of 15, a Wisdom of 13, and a Charisma of 16. It has hearing and darkvision out to a range of 120 feet.

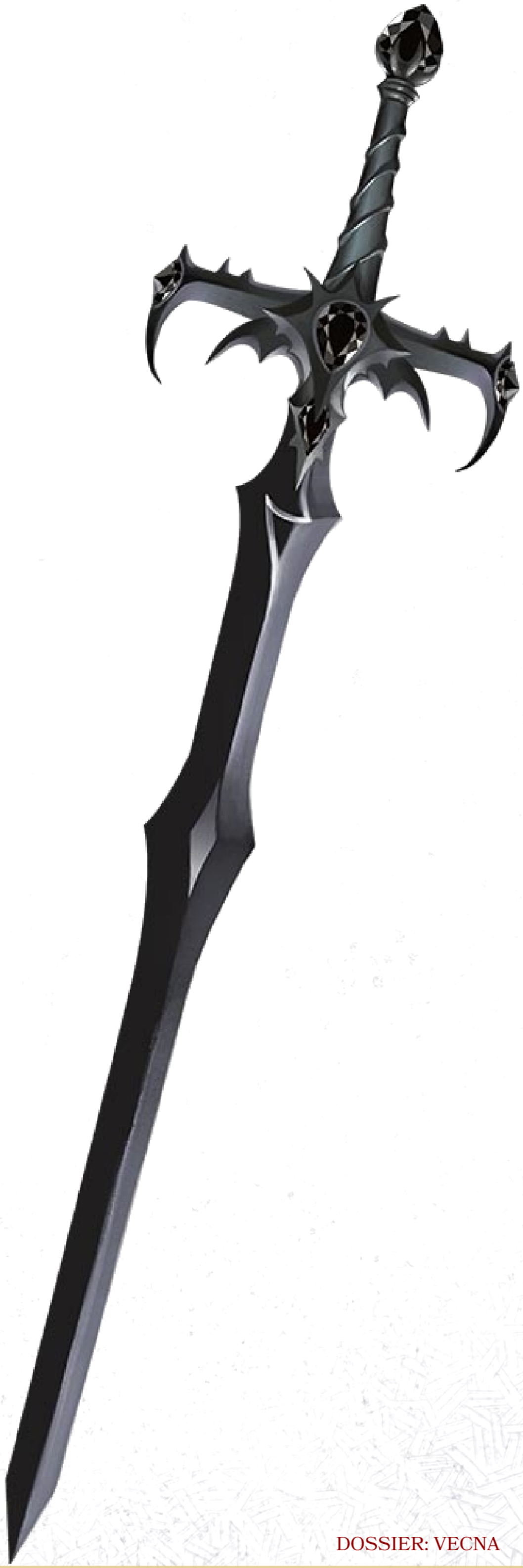
The weapon communicates telepathically with its wielder and can speak, read, and understand Common.

Personality. The sword's purpose is to bring ruin to Vecna. Killing Vecna's worshipers, destroying the lich's works, and foiling his machinations all help to fulfill this goal.

The *Sword of Kas* also seeks to destroy anyone corrupted by the Eye and Hand of Vecna. The sword's obsession with those artifacts eventually becomes a fixation for its wielder.

Destroying the Sword. A creature attuned to both the *Eye of Vecna* and the *Hand of Vecna* can use the wish property of those combined artifacts to unmake the *Sword of Kas*. The creature must cast the *wish* spell and make a Charisma check contested by the Charisma check of the sword. The sword must be within 30 feet of the creature, or the spell fails. If the sword wins the contest, nothing happens, and the *wish* spell is wasted. If the sword loses the contest, it is destroyed.

Proficiency with a longsword allows you to add your proficiency bonus to the attack roll for any attack you make with it.



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